KAWAI

Concert Performer Series Digital Piano

Owner's Manual

Model: CP117

All descriptions and specifications in this manual are subject to change without notice.

Important Safety Instructions

SAVE THESE INSTRUCTIONS

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS



CAUTION

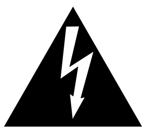
RISK OF ELECTRIC SHOCK
DO NOT OPEN



WARNING
TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

AVIS : RISQUE DE CHOC ELECTRIQUE - NE PAS OUVRIR.

TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK).
NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



The lighting flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the leterature accompanying the product.

Examples of Picture Symbols



denotes that care should be taken.
The example instructs the user to take care not to allow fingers to be trapped.



denotes a prohibited operation.
The example instructs that disassembly of the product is prohibited.



denotes an operation that should be carried out.
The example instructs the user to remove the power cord plug from the AC outlet.

Read all the instructions before using the product.

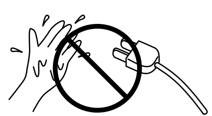
WARNING - When using electric products, basic precautions should always be followed, including the following.

⚠ WARNING

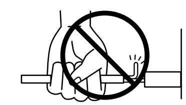
Indicates a potential hazard that could result in death or serious injury if the product is handled incorrectly.

Do not use this product near water - for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.

Do not touch the power plug with wet hands. There is a risk of electrical shock. Treat the power cord with care as well. Stepping on or tripping over it can break or short-circuit the wire inside.



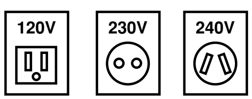
Pulling the AC power cord itself may damage the cord, causing a fire, electric shock or short-circuit.



When disconnecting the AC power cord's plug, always hold the plug and pull it to remove it.



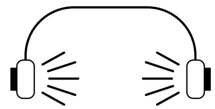
The product should be connected to a power supply only of the type described in the operatiing instructions or as marked on the product.



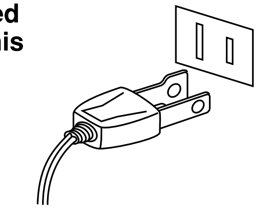
Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be reffered to qualified service personnel.



This product in combination with an amplifier and headphones or speakers, may be capable or producing sound level that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ear, you should consult an audiologist.



This product may be equipped with a polarized line plug (one blade wider than the other). This is a safety feature.
If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet.
Do not defeat the safety purpose of the plug.



CAUTION

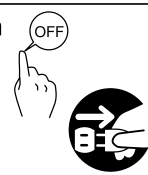
Indicates a potential hazard that could result in injury or damage to the product or other property if the product is handled incorrectly.

Do not use the product in the following areas.

- Areas, such as those near windows, where the product is exposed to direct sunlight
- Extremely hot areas, or close to heat sources such as radiators, heat registers, or other products that produce heat.
- Extremely cold areas, such as outside
- Extremely humid areas
- Areas where a large amount of sand or dust is present
- Areas where the product is exposed to excessive vibrations

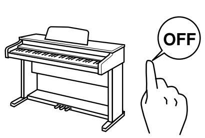
Using the product in such areas may result in product breakdown.

Always turn the power off when the instrument is not in use. The product is not completely disconnected from the power supply even when the power switch is turned off. The power supply cord of the product should be unplugged from the outlet when left unused for a long period of time.



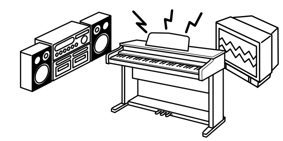
It is a good practice to have the instrument near the AC outlet and the power cord plug in a position so that it can readily be disconnected in an emergency.

Before connecting cords, make sure that the power to this product and other devices is turned OFF.
Failure to do so may cause breakdown of this product and other devices.

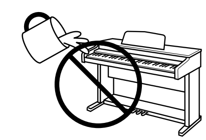


The product should be located so that its location or position does not interfere with its proper ventilation.

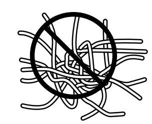
Keep the instrument away from electrical motors, neon signs, fluorescent light fixture, and other sources of electrical noises.



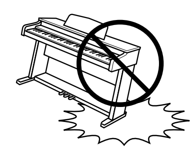
Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings. The product shall not be exposed to dripping or splashing. No objects filled with liquids, such as vases, shall be placed on the product.



When connecting the AC power cord and other cords, take care not to get them tangled. Failure to do so may damage them, resulting in fire, electric shock or short-circuit.



Take care not to drop the product.
Please note that the product is heavy and must be carried by more than one person.
Dropping the product may result in breakdown.



Do not lean against the keyboard.
Doing so may cause the product to fall over, resulting in injury.



Do not stand on the product or exert excessive force.
Doing so may cause the product to become deformed or fall over, resulting in breakdown or injury.



Do not wipe the product with benzene or thinner.
Doing so may result in discoloration or deformation of the product.
When cleaning the product, put a soft cloth in lukewarm water, squeeze it well, then wipe the product.



To reduce the risk of injury, close supervision is necessary when a product is used near children.

This product should be used only with the stand that is provided by the manufacturer.

CAUTION:
To prevent electric shock, match wide blade of plug to wide slot, fully insert.

ATTENTION:
Pour éviter les chocs électriques, introduire la lame la plus large de la fiche dans la borne correspondante de la prise et pousser jusqu'au fond.

The product should be serviced by qualified service personnel when:

- **The power supply cord or the plug has been damaged.**
- **Objects have fallen, or liquid has been spilled into the product.**
- **The product has been exposed to rain.**
- **The product does not appear to operate normally or exhibits a marked change in performance.**
- **The product has been dropped, or the enclosure damaged.**

Should an abnormality occur in the product, immediately turn the power OFF, disconnect the power cord plug, and then contact the shop from which the product was purchased.

FCC Information

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.
If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a different electrical circuit from the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Canadian Radio Interference Regulations

This instrument complies with the limits for a class B digital apparatus, pursuant to the Radio Interference
Regulations, C.R.C., c. 1374.

Introduction

Thank you for purchasing the Kawai Concert Performer (CP) Series Ensemble Digital Piano.

The CP Series piano has been designed to provide you with the ultimate musical experience, no matter your skill level. Featuring superbly realistic instrument tones and the most finely crafted keyboard in its class, the CP is a unique musical instrument resulting from the combination of Kawai's seventy-plus years experience in making acoustic pianos, along with cutting-edge digital music technologies.

With over 600 different instrument and drum sounds at your disposal, you will have the flexibility to perform any kind of music ranging from traditional to contemporary. The Auto-Accompaniment Styles provide the enjoyment of playing rich, fully orchestrated music in hundreds of musical genres. Thanks to the Song Stylist feature, you will never have to worry about finding the best sounds and style to perform a particular song.

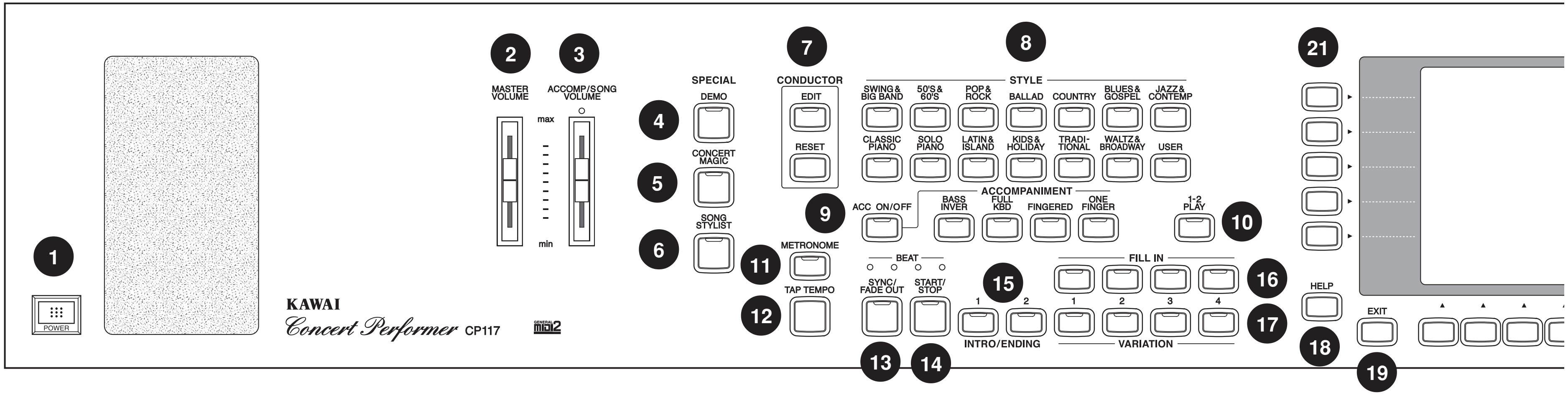
The Concert Performer incorporates many professional features, such as a 16-track Recorder and a 3.5-inch Floppy Disk Drive. For the non-player, Kawai's unique Concert Magic feature creates the thrill of being a performing musician simply by tapping any key on the keyboard.

The Concert Performer offers tremendous opportunities for anyone who is interested in learning, playing, and listening to music. Please read this manual thoroughly and keep it handy as a reference so that you can get the most out of this incredible instrument.

We hope you enjoy every moment that you spend with your Concert Performer.

Table of Contents

Parts and Names



1. **Power**
Turns the piano on/off.

2. **Master Volume Slider**
This slider is used to adjust the overall volume level of the instrument.

3. **Accomp/Song Volume Slider**
This slider is used to adjust the volume level of the Auto Accompaniment Styles. Also used to adjust the volume level of a song played from the CP Recorder or directly from a floppy disk. This slider does not affect the Master Volume Slider setting.

4. **Demo (page 140)**
This button is used to select the built-in demo songs.

5. **Concert Magic (page 94)**
This button is used to select the built-in Concert Magic songs.

6. **Song Stylist (page 36)**
This button is used to select the Song Stylist Registrations.

7. **Style Conductor (page 74)**
These buttons are used to modify or create your own Accompaniment Styles.

8. **Style (page 26)**
These buttons are used to select an Accompaniment Style to play along with.

9. **Accompaniment (page 28)**
These buttons are used to turn the Auto-Accompaniment function on/off, and select the Auto-Accompaniment mode.

10. **1-2 Play (page 30)**
This button is used to automatically choose an appropriate sound and setup for the selected style.

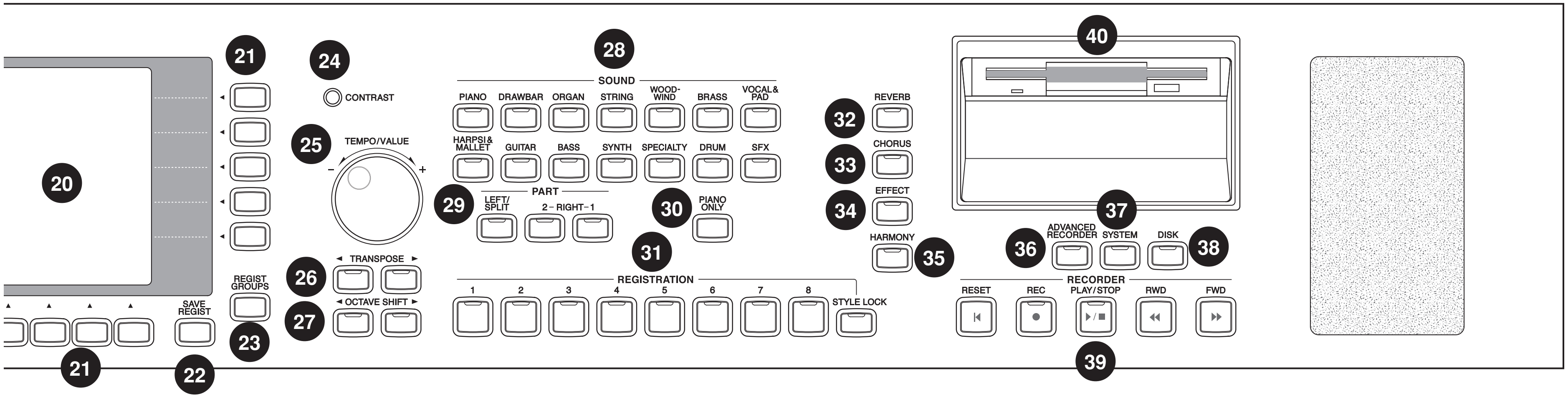
11. **Metronome (page 24)**
This button is used to turn the Metronome on/off.

12. **Tap (page 24, 26)**
This button is used to tap in the desired tempo for a song or Style.

13. **Sync/Fade out (page 27)**
When active, the accompaniment style will start as soon as you play a note or chord on the keyboard. Press this button while a Style is playing to fade in or out of the Style.

14. **Start/Stop (page 27)**
This button is used to start and stop the accompaniment style.

15. **Intro/Ending (page 27)**
These buttons are used to play an intro section that leads into the style. If you press this button while the stye is playing an ending section will be played before stopping.



16. Fill-in (page 28)

These buttons are used to select one of the four short fill-in sections that embellish the style and lead into the different variation sections of the Style.

17. Variation (page 28)

These buttons are used to select one of the four variation sections within the chosen Style.

18. Help (page 138)

These buttons are used to access Help menus which contain explanations of the CP piano's features.

19. Exit

This button is used to back up to the next-higher screen level. Repeatedly pressing the Exit button from any screen on the CP will bring you back to the CP's main play screen.

20. LCD Screen

Displays information about the CP's current sound selections, settings, options, etc.

21. Select Buttons

These buttons are used to select items displayed on the LCD screen.

22. Save Regist

This button is used to save up to 80 of your own favorite panel settings.

23. Regist Groups (page 31)

This button is used to select one of the 10 groups of panel settings.

24 Contrast

Adjusts the contrast of the LCD screen for easier viewing.

25. Tempo/Value Dial (page 8)

This dial is used to adjust tempo, scroll through different selections, and adjust data values for items on the LCD screen.

26. Transpose (page 22)

This button is used to change the overall pitch of the CP in half-note steps.

27. Octave Shift (page 22)

These buttons are used to change the overall pitch of the CP in octave steps.

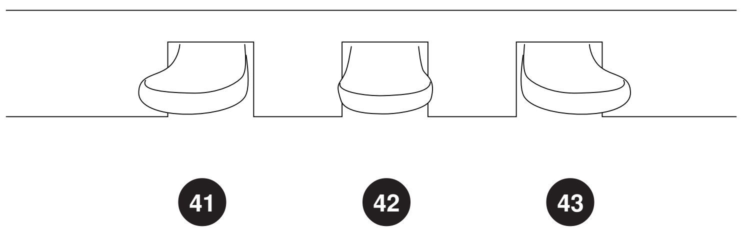
28. Sound Selection (page 11)

These buttons are used to select the desired sound category. Use the SELECT buttons or the DIAL to select a sound within the category.

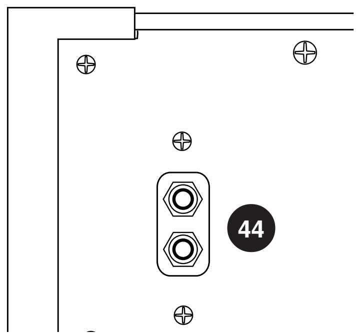
29. Part (page 9)

Selects which of the three parts (Left/Split, Right 1, Right 2) are active and ready to be played with the sounds assigned to them.

Pedals



Bottom View



30. Piano Only (page 25)
This button is used to automatically assign the Concert Grand sound to the Right 1 part.

31. Registrations (page 31)
These buttons are used to recall one of the eight panel settings available in the currently selected Registration group.

32. Reverb (page 15)
This button turns on/off the Reverb. Press and hold the button to select the Reverb settings menu.

33. Chorus (page 16)
This button turns on/off the Chorus. Press and hold the button to select the Chorus settings menu.

34. Effects (page 18)
This button turns on/off the Effects. Press and hold the button to select the Effect settings menu.

35. Harmony (page 40)
This button turns on/off the Harmony for the instrument sounds. Press and hold the button to select the Harmony settings menu.

36. Advanced Recorder (page 47)
This button is used to access the Advanced Recorder functions.

37. System (page 102)
This button is used to access the system settings menu.

38. Disk (page 88, 128)
This button is used to access the Floppy Disk functions..

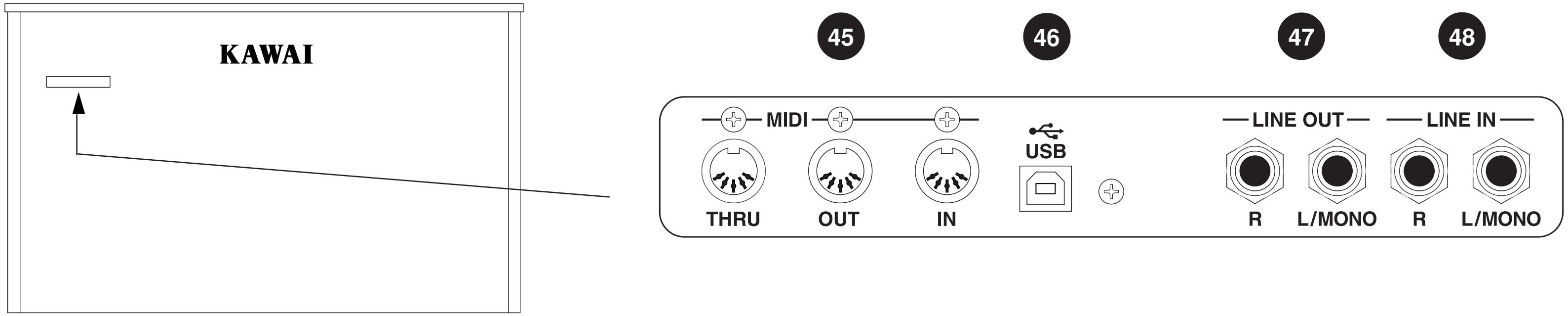
39. Recorder (page 42)
Used to record and play back a song.

40. Disk Drive
Reads and writes data to a standard 3.5” floppy disk..

41. Soft Pedal
Depressing this pedal softens the sound and reduces its volume. This pedal can also be assigned to control other functions. (See page 109)

42. Sostenuto Pedal
Depressing this pedal after playing the keyboard and before releasing the keys sustains the sound of only the keys just played. This pedal can also be assigned to control other functions. (See page 109)

Rear Terminals



43. Sustain Pedal
Sustains the sound after lifting your hands from the keyboard.

44. Headphone Jacks
There are two jacks for headphones provided at the left end on the bottom of the piano. These jacks are used to connect up to two headphones to the CP piano.

45. MIDI Jacks
These jacks are used to connect external MIDI devices to the CP. Enabled only when the MIDI is selected in the System menu. (See page 119)

46. USB Jack
This jack is used to connect a personal computer to the CP. Enabled only when the USB is selected in the System menu. (See page 119)

47. Line Out Jacks
These jacks are used to provide stereo output of the CP's sound to amplifiers, tape recorders or similar equipment. The audio signal coming through the LINE IN jacks is also routed to these jacks.

48. Line In Jacks
These jacks are used to connect stereo outputs from other audio equipment or electronic instruments to the CP's speakers. The audio signal coming through these jacks bypasses the CP's volume control.

Overview

This manual provides you with all the information you will need in order to take full advantage of the Concert Performer's potential. Before you begin learning how to use the specific features, it is important to understand some of the basic ideas behind the instrument's design.

The Concert Performer has been designed to have an easy and intuitive user interface. However, the instrument has so many features that it is simply impractical to have a dedicated button for every single one. As a result, many features and functions are selected by choosing them from lists, or "menus", that are presented to you on the CP's large display screen. Often times selecting an item from a menu may access another "sub-menu" of options specific to that item. This system of menus and sub-menus keeps everything logical and straightforward and becoming familiar with how to make your way through them is very easy.

LCD Screen

The LCD Screen is the window through which the Concert Performer communicates with you. The large display size allows many items to be clearly displayed at the same time, allowing for not only words but graphics to be shown as well.

Select Buttons

Most of the buttons on the front panel are used to directly select a function on the CP that you would like to work with. In most cases, the specific function name is printed on the front panel directly above the button. For example, there are buttons labeled 1-2 PLAY, FILL-IN, and so on. In this manual, references to these buttons are always printed in capital letters for clarity. Most of these buttons have an LED Indicator (small light) on them. This Indicator will be turned ON when a function is in use so that you can quickly see if that function is active.

There are 17 SELECT buttons surrounding the LCD screen that do not have labels printed next to them because they do not have predetermined functions. Instead, they are used to select whatever items are currently displayed next to them on the LCD screen. For example, a SELECT button might be used to select an instrument sound on one screen, while on another screen the same SELECT button might serve to activate a feature related to Floppy Disk.

To keep things simple, this manual will refer to the five SELECT buttons along the left side of the LCD screen as **L1-L5**. Likewise, the five SELECT buttons along the right side of the screen will be referred to as **R1-R5**. The seven SELECT buttons along the bottom of the screen, which are also known as **function buttons**, will be referred to as **F1-F7**.

In some cases when you see an item displayed on the screen and press the L or R button next to it, that item on the screen will become highlighted (shown in reverse color) to indicate you have selected that item. Sometimes a submenu screen relating to that item will be displayed and present you with further options.

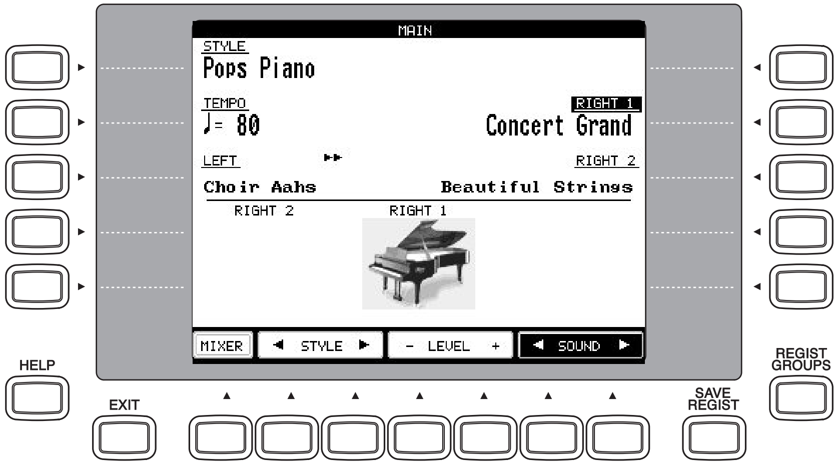
When you press one of the F buttons, the corrosponding function on the LCD screen will be highlighted to indicate that it has been selected.

L1 Selects Style. Use the F2,F3 buttons, Style buttons, or the Dial to change the active Style.

L2 Selects Tempo. Use the Dial or the TAP TEMPO button to change the Tempo

L3 Selects the LEFT Part. Use the F6, F7buttons, Sound buttons, or the Dial to change the Sound.

No functions are assigned to the L4 and L5 buttons on this screen.



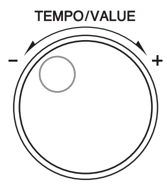
R2 Selects the RIGHT1 Part. Use the F6, F7 buttons, Sound buttons, or the Dial to change the Sound.

R3 Selects the RIGHT2 Part. Use the F6, F7buttons, Sound buttons, or the Dial to change the Sound.

No functions are assigned to the R1, R4 and R5 buttons on this screen.

"RIGHT 1" is highlighted to indicate that this Part is now selected.

F1 Takes you to the MIXER settings screen.
F2, F3 Selects a Style.
F4, F5 Adjusts the volume level for the Part currently selected.
F6, F7 Selects a sound for the selected Part. "Sound" is highlighted to indicate this graphic button is active.



Dial

The Dial is used to change data values and scroll through options that are displayed on the LCD screen.
When you turn the Dial, you will notice that whatever item on the LCD screen is currently selected (highlighted) will be affected. Or in some cases when the screen presents you with a list of choices, turning the Dial will allow you to quickly scroll through the list until you arrive at your choice. It can also be used instead of the L, R, and F buttons as another way of selecting or changing an item or value on the LCD screen.

Basic Controls

This chapter discusses the basic operations that are used to play the Concert Performer, such as sound selection, Part configuration and effect settings.

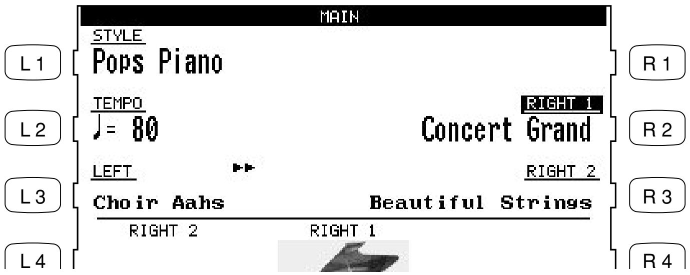
Selecting a Part to Play

When the CP's main play screen is displayed (For example, when the CP is first turned on), you are presented with three sound Parts that can be played from the keyboard. These three Parts are named LEFT/SPLIT, RIGHT 1 and RIGHT 2, and each one has an instrument sound assigned to it. You can selectively turn on/off any combination of these three Parts, allowing you to have up to three different sounds at the same time across the keyboard.
Sounds assigned to Parts RIGHT 1 and RIGHT 2 will be layered on top of each other when both Parts are active at the same time. Activating the LEFT/SPLIT Part automatically splits the keyboard so that only the sound that is assigned to the LEFT/SPLIT Part is heard when you play in the lower octave keys. Each Part has a dedicated button on the front panel that selects and turns on/off that Part. You can also select a Part by pressing the appropriate L or R button.

Selecting a Part is easy:

1) **Press the PART button for the Part you wish to activate. The PART button LED will light.**
2) **Press the PART button again to turn that Part off.**

- If the LCD screen is currently showing the main play screen, you can tell which Parts are active by looking at the name of the sound assigned to it. If the name of a sound is in large typeface, then the Part it is assigned to is active. If the sound name is displayed in small typeface, then the Part is not active.



This example indicates:

RIGHT1 is currently active

RIGHT2, LEFT are inactive.

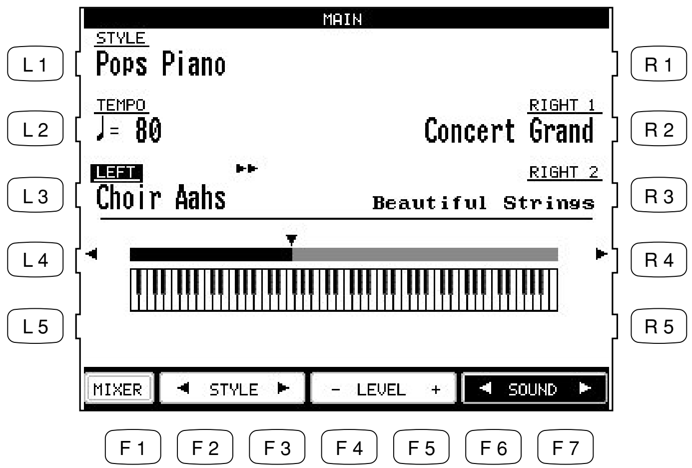
Splitting the keyboard.

When the LEFT/SPLIT Part is activated, the CP automatically splits the keyboard and only the sound assigned to the LEFT/SPLIT Part will be heard when you play below a specified key (split point) on the keyboard. The default split point is between F2 and F#2 but you can freely change the split point to any key on the keyboard.

To change the split point:

1) **Press the LEFT/SPLIT button to activate the LEFT/SPLIT Part. The LEFT/SPLIT button LED will light and the LCD screen will display a diagram of the CP's 88 note keyboard.**
2) **Press the LEFT/SPLIT button again, and while holding it down, press the desired key on the keyboard that you want to serve as the split point. The key you press will become the lowest note the Right hand Parts will play (RIGHT1 and RIGHT2). The LEFT/SPLIT sound will be heard when keys below the split point are played.**
   You may also use the L4 and R4 buttons to move the split point. On the LCD screen the split point marker will move across the 88 note keyboard diagram as you press these buttons.

L4 Lowers the split point.



R4 Raises the split point.

- Moving the split point completely to the LEFT end of the keyboard will allow the LEFT/SPLIT Part to function as a layer with the two right hand Parts. In this manner you can create a three-part layer across the entire keyboard.

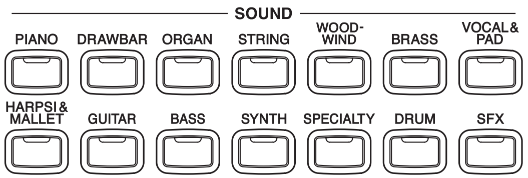
Selecting Sounds

The Concert Performer has over 600 instrument and drum sounds available from the front panel. You can freely assign any of these sounds to the three Parts. Remember that there is always a sound assigned to each of the Parts, even if some of the Parts are not currently active.

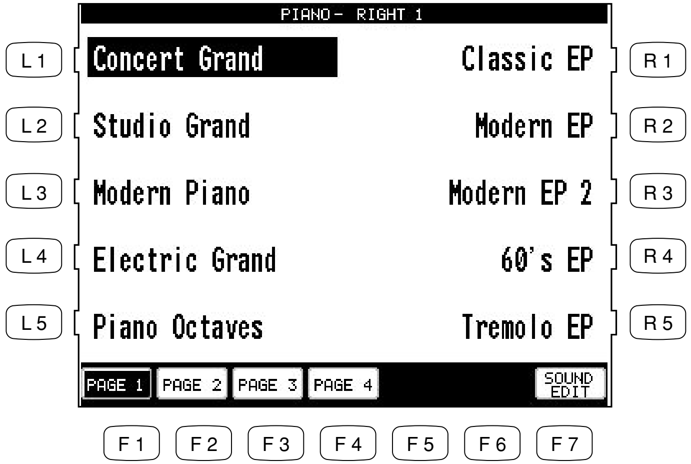
The sounds span a tremendous variety of instruments, ranging from traditional acoustic sounds to modern electronic tones. To help you quickly find the sound that you want, the sounds have been organized into 14 categories. Each category has a dedicated Sound Selection button on the front panel.

To select a Sound:

1) **In the main play screen, select the Part to which you wish to assign a new sound using the L3, or R2-R3 buttons. The selected Part will become highlighted.**



2) **Press the SOUND button for the sound category that you are interested in. The first page of sounds in that category will be displayed. There are at least three pages of sounds in each category. Use the F1-5 buttons to view the other pages in a category.**
3) **Select a sound by pressing the L or R button that is next to the displayed name.**
4) **Press the F1-F5 buttons to show the Sounds on the other pages for the same category.**
5) **You can also use the Dial to scroll through all of the categories and sounds one by one.**



Use the L or R buttons to select your desired Sound.

F1-F4 Selects the different pages of Sounds within a category.

F7 Takes you to the Sound Edit menu. (See "Editing Sounds" on page 86.)

Mixer

This Mixer screen allows you to change the volume, panning, reverb and chorus levels, as well as turn the effect on/off for each Part.

To use the Mixer:

1) **Press the MIXER button (F1) while on the main play screen.**
2) **Use the F2–F5 and F7 buttons to select which Part you wish to adjust.**
3) **Use the L and R buttons to select a setting to change.**
4) **Use the Dial to change the value.**

L1 Selects the Effect On and Off.

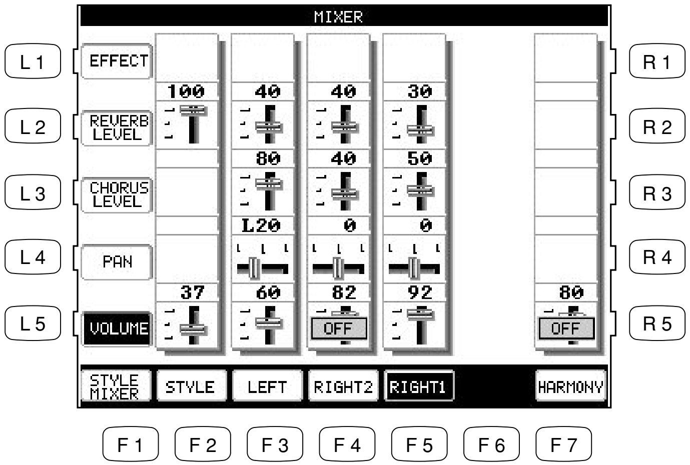
L2 Selects reverb level.

L3 Selects chorus level.

L4 Selects Panning.

L5 Selects volume level.

After you make your desired selection, use the Dial to change the value.



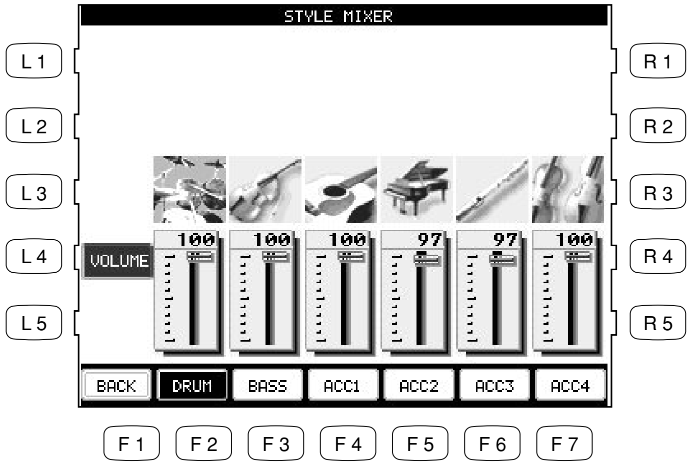
F1 Takes you to the next page of the Mixer.
F2–F5 Selects the part to change.
F7 Adjusts the volume level for the Harmony.

- Volume level can be also adjusted from the main play screen, using the VOLUME buttons (F4, F5).

The Mixer not only lets you set the overall volume level for the Style, but set individual volume levels for the 6 Sections within a Style.

To adjust the individual Section level:

1) **On the Mixer screen, press the STYLE MIXER button (F1). The Style Mixer screen will be selected.**
2) **Use the F2–F7 buttons to choose a Section, then use the Dial to change the volume.**
3) **Press the BACK button (F1) to go back the previous Mixer screen, or press the EXIT button to go back to the main play screen.**



F1 Takes you to the previous Mixer screen.
F2–F7 Selects the Section that you wish to change.



Effects

You might have noticed that when you select some of the sounds, the LED indicator for the REVERB, CHORUS, or EFFECTS button is turned on. The reason for this is some of the sounds are set up with one or more of these effects on as part of their initial setting.

Adding an effect to the sound enhances tonal quality and improves acoustical realism. The CP piano is provided with three separate groups of effects. The first is REVERB, the second is CHORUS, and third group EFFECTS contains other useful effects such as Delay, Phaser, Rotary Speaker etc. There is a dedicated button on the front panel for each Effects group and each of the three Effect groups can be turned on/off separately or used in combination for each part. The Concert Performer has a selection of 27 different Reverb, Chorus, and Effect types that can be used to enhance or even dramatically alter the instrument sounds. Each of the over 600 instrument and drum sounds has already been assigned a REVERB and CHORUS setting and an additional EFFECT that suits that particular type of instrument. For example, a moderate Delay effect is used on the Church Organ to recreate the sense of being in a large church, and a Rotary speaker effect is used on the Drawbar organ to give it an authentic, vintage feel.

If you wish, you can change any of these effect settings to suit your tastes separately for each sound save them as the new Preset effect settings for that Sound (See Sound Edit on page 86). In addtion, by setting the Effect For Sound function in the System to “Panel” the CP will ignore the preset effect settings for each Sound (see Effect For Sound on page 113).
(The CP piano can also remember your Effect settings as part of a Registration. See Registration on page 31.)

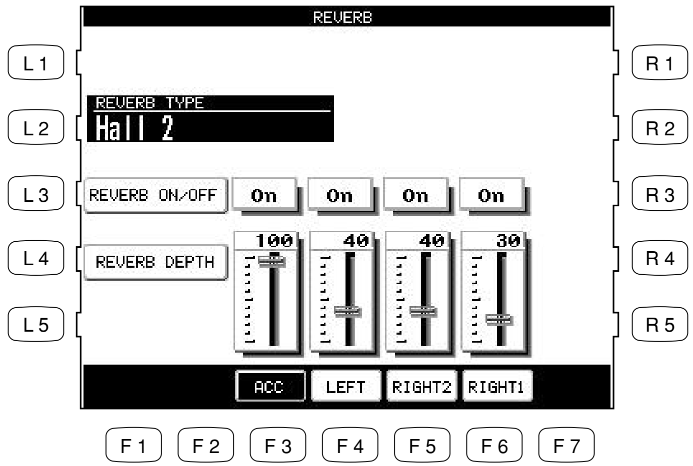
To add Reverb:

1) **Press the REVERB button. The REVERB button LED will light.**
2) **If you wish to edit the settings, hold down the REVERB button for a moment until the Reverb Settings screen is displayed.**
3) **Use the F3-F6 buttons to select the Part you want to edit.**
4) **Use the L2-L4 buttons to select the specific setting that you wish to change.**
5) **Use the Dial to change the value.**
6) **Press the EXIT button to leave the Reverb Settings menu.**
7) **If you wish to turn the reverb effect off, press the REVERB button again.**

L2 Selects the Reverb type. Use the Dial to choose one of the 7 Reverb types.

L3 Selects Reverb on/off. Use the Dial to turn the Reverb on/off for the selected Part.

L4 Selects Reverb depth. Use the Dial to change the Reverb depth for the selected Part.



F3–F6 Selects the Part you want to change. Repeatedly pressing the appropriate button also turns the Reverb on/off for that Part.

Type of Reverb

Hall 1, Hall 2	Simulates the ambiance of a concert hall or theater.
Stage 1, Stage 2	Simulates the ambiance of a small hall or live house.
Room 1, Room 2	Simulates the ambiance of a living room or small rehearsal room.
Plate	Simulates the sound of a metallic plate reverb.

- The LED Indicator on the REVERB button will be lit whenever Reverb is turned on for the any Part except ACC (regardless of each part's Effect Priority). See "Effect Priority Guidelines" later in this chapter for an explanation of Effect Priority.

To add Chorus:

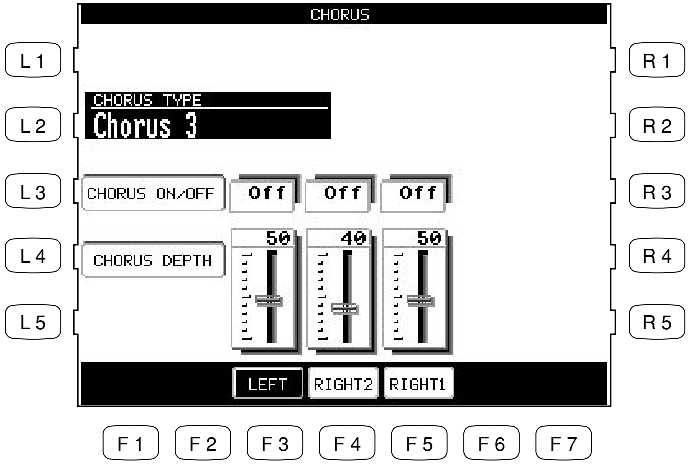
1) Press the CHORUS button. The CHORUS button LED will light.
2) If you wish to edit the settings, hold down the CHORUS button for a moment until the Chorus Settings screen is displayed.
3) Use the F3–F5 buttons to select the Part you want to edit
4) Use the L2–L4 buttons to select the specific setting that you wish to change.

5) Turn the Dial to change the value.
6) Press the EXIT button to leave the Chorus Settings menu.
7) If you wish to turn the chorus off, press the CHORUS button again.

L2 Selects the Chorus type. Use the Dial to choose one of the 4 Chorus types.

L3 Selects Chorus on/off. Use the Dial to turn the Chorus on/off for the selected Part.

L4 Selects Chorus depth. Use the Dial to change the Chorus depth for the selected Part.



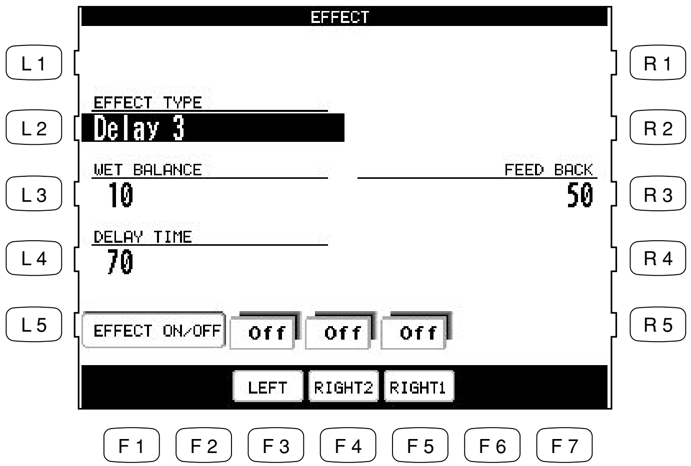
F3–F5 Selects the Part you want to change. Repeatedly pressing the appropriate button also turns the Chorus on/off for that Part.

- The Indicator light on the CHORUS button will be lit only when Chorus is turned on for the active “Priority Part”. See “Effect Priority Guidelines” later in this chapter for an explanation of this.

- You can select from four chorus types when in the Chorus Settings menu. There is a fifth chorus type which is assigned as an Effect from the Effect Settings menu. In this way, you can actually have two chorus effects active if so desired.

To add an Effect:

1) **Press the EFFECT button. The EFFECT button LED will light.**
2) **If you wish to edit the settings, hold down the button for a moment until the Effect Settings screen is displayed.**
3) **Use the F3–F5 button to turn ON/OFF the Effect for each part.**
4) **Use the L2–L5, R3 buttons to select the specific setting that you wish to change.**
5) **Turn the Dial to change the value.**
6) **Press the EXIT button to leave the Effect Settings screen.**
7) **If you wish to turn the Effect off, push the EFFECTS button again.**



L2 *Selects Effect type. Use the Dial to choose one of the 16 Effect types.*

L3 *Selects Wet Balance. Use the Dial to change the value.*

L4 *Selects a different editable setting for each Effect type. Use the Dial to change the value.*

R3 *Selects a different editable setting for each Effect type. Use the Dial to change the value.*

F3–F5 *Turns the Effect on/off for each Part.*

Effect Types

Chorus	Simulates the rich character of a vocal choir or string ensemble, by layering a slightly detuned version of the sound over the original to enrich it.
Flanger	Creates a shifting comb-filter, which adds motion and a "hollow" tone to the sound.
Celeste	A three-phase chorus without modulation.
Ensemble	A three-phase chorus with a slight modulation to each phase.
Delay 1-3	Adds echoes to the sound. The three types differ in the length of time between the echoes.
Auto Pan	Moves the sound left and right across the stereo field at a variable rate.
Tremolo	Modulates the volume of the sound. This is a vibrato type effect.
Tremulant	A combination of Tremolo and Vibrato. It simulates the tremulant pipes of a church organ.
Phaser	Creates a phase change, adding motion to the sound.
Rotary 1-2	This effect simulates the sound of the Rotary Speaker cabinet commonly used with electric organs. Rotary 2 adds distortion. The soft pedal is used to change the speed of the rotor between SLOW and FAST.
Auto Wah	Sweeps a tone filter up and down at the beginning of a note, recreating the popular vintage wah wah pedal sound.
Enhancer	Emphasizes high frequencies to make a sound more easily discernible in a mix.
Distortion	Adds frequencies that were not present in the original sound, resulting in a "fuzzy" or warmer tone.

Effect Priority Guidelines

Reverb and Chorus are global effects. In other words, all of the Parts and the Accompaniment Style must share the same Reverb and Chorus type. However each of these Parts can have a different amount of Reverb and Chorus applied to them. In addition Reverb and Chorus can be independently turned on/off for each part. However, since the CP's EFFECT section can only have one Effect turned on at a time (in addition to the REVERB and CHORUS), what happens if you have two (or more) Parts active, with entirely different sounds, each with a different Effect setting?
In these cases, the CP's Effects section can only use the Effect settings for one of the Parts. The EFFECT section chooses which Effect settings to use based upon a predetermined priority order for each of the Parts. The Priority order is RIGHT 1> RIGHT 2 > LEFT/SPLIT. The preset effect settings for the Priority Part will be used and the other Parts will either share these settings or may have their Effects automatically turned off.

This **"Priority Part"** depends on the current situation. If you only have one Part active, regardless of which Part it is, the preset effect settings for that sound will be used. If you have two or more Parts active, then the CP will treat one of them as the Priority Part, and ignore the settings of the other(s).
If the Effect For Sound is set to "Panel" in the System then the Preset effect settings for each Sound will be ignored and the Part Priority will be ignored. (See Effect For Sound on page 113).

Here are some guidelines for Effect Priority:

- Priority is given to the Parts in the following order: RIGHT1>RIGHT2>LEFT. This means that anytime the RIGHT1 Part is active, its Effect settings will be used, not only for its sound but for any sound in any other Part, that you want to add effects to. Likewise, the only time an active LEFT Part's settings will be applied is if the other 2 Parts are inactive.
- Unlees you change them, the Effect settings will only change in response to a change in the Priority Part being activated/deactivated, or a new sound is assigned to an active Priority Part. In the latter case, the new Effect settings will reflect the Preset effect settings for the new sound.
- When the Effect settings change for the Piority Part, the Effects will be automatically turned off for the other Parts. (This is so that your Flute sound on RIGHT2 doesn't suddenly get effected by the Distortion settings of the Electric Guitar that you've just assigned to the RIGHT1 Part!)
- You can, however, turn the effect on for any Part by adjusting the Effect On/Off option in the display for that Part.

- The LED Indicator on the EFFECT and CHORUS buttons will be on only when the active Priority Part has these effects turned on.

Example

Assume that your CP is set up according to the following chart:

	RIGHT1	RIGHT 2	LEFT	INDICATOR
Part	Inactive	Active	Active	
Effect	On	On	On	On

If you then select a different sound for RIGHT2, the Effect setting for the RIGHT1, LEFT will be turned off automatically. This is because RIGHT2 is the Priority Part (note that the RIGHT1 Part is NOT the Priority Part because it was inactive).

The chart would now look like this:

	RIGHT1	RIGHT 2	LEFT	INDICATOR
Part	Inactive	Active	Active	
Effect	<u>Off</u>	On	<u>Off</u>	On

Even if you now assign a new sound to the RIGHT1 Part, the Effect settings for the other Parts won't change, because RIGHT1 is still inactive, so therefore would not have priority.

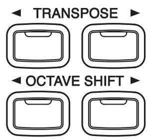
Once you make the RIGHT1 Part active, however, it would now be considered the Priority Part. The Effect settings for the other Parts will again be turned off. The Indicator light on the EFFECT button will now reflect the Effect status for the sound assigned to RIGHT1.

	RIGHT1	RIGHT 2	LEFT	INDICATOR
Part	Active	Active	Active	
Effect	Off	<u>Off</u>	Off	Off

At this point, if the Effect that has been called up along with the RIGHT1 sound is one that you'd like to use for the other Parts, simply select Effect On in the LCD display for those Parts.

Transpose and Octave Shift

Transpose raises or lowers the CP's pitch in half- step increments. Octave Shift does the same but in octave increments.



Transpose can be especially useful when you have learned a song in one key and have to play it in another key. The transpose feature allows you to play the song in the original key, but hear it in another key. You can transpose the Concert Magic songs, the Accompaniment Styles, any songs played back by the Easy/Advanced Recorder and any of the over 600 instrument and drum sounds available in the CP.

Octave shift can be very useful when you are playing multiple sounds across the keyboard. You may want to use the octave shift to adjust a bass sound assigned to the LEFT/SPLIT Part to play in the proper pitch range, or to set one sound in a layer to play in a different octave so that it mixes well with other sounds in the layer. Octave shift is only available for the three Parts: LEFT/SPLIT, RIGHT1 and RIGHT 2.

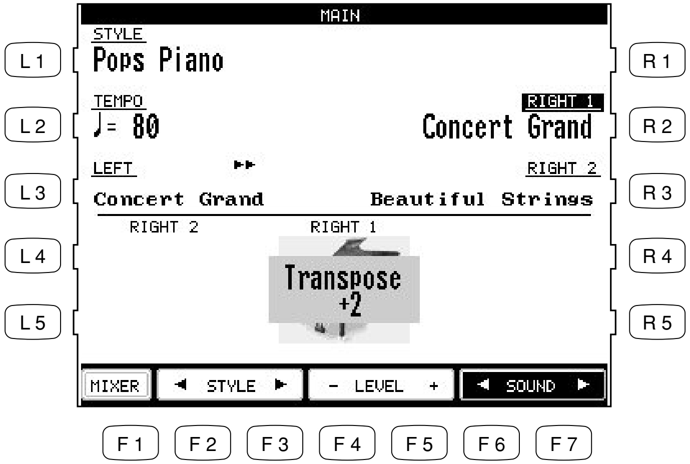
To Transpose:

1) **Press either the ◀ or ▶ TRANSPOSE buttons. The LCD screen shows you a number telling you how many half steps up or down you have transposed the piano. -5, for example, represents a transposition that is 5 half steps lower.**
2) **To cancel the Transpose setting, press both the ◀ and ▶ buttons at the same time. The transpose amount will disappear from the LCD screen, indicating that the CP is now back to its original setting.**

To use the Octave Shift:

1) **Select the Part that you would like to apply the shift to.**
2) **Press either the ◀ or ▶ OCTAVE SHIFT buttons. The number of shifted octaves (up or down) will be displayed with an "◀ " in the LCD screen.**
3) **To cancel the octave shift, press both the ◀ and ▶ buttons at the same time. The symbols will disappear from the screen, indicating that the selected Part is back to its normal octave range.**

L3 *Selects the LEFT Part to be Transposed or Octave Shifted.*



R2 *Selects the RIGHT1 Part to be Transposed or Octave Shifted.*

R3 *Selects the RIGHT2 Part to be Transposed or Octave Shifted.*

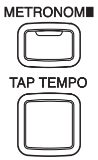
The number of octaves shifted is represented by the number of triangles shown above the sound name for each Part.

Transpose amount is shown at the bottom of the screen.

- The Octave Shift has a range of four octaves in each direction. However, some on board sounds may have a limited range in which they play properly. If you shift too far out of this range, the instrument may sound strange or may not play at all. This has no affect on the CP's proper function though, and you should feel encouraged to use this feature as a means of getting interesting tonal variations out of the preset Sounds.

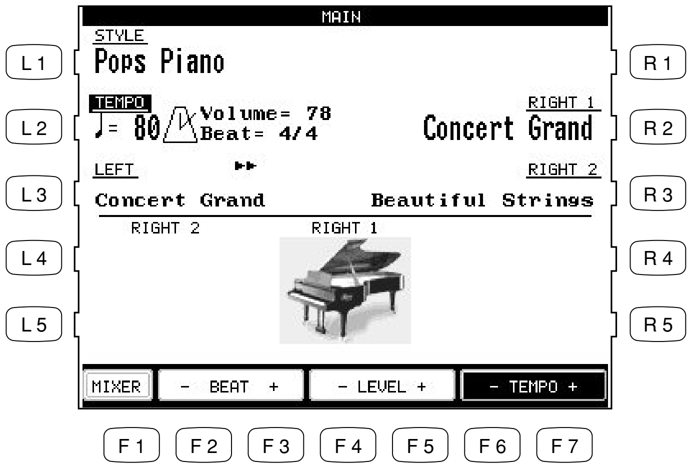
Metronome

Rhythm is one of the most important elements when learning music. It is important to practice playing the piano at the correct tempo and with a steady rhythm. The CP piano's metronome is a tool that helps you to achieve this by providing a steady beat for you play along with.



To use the Metronome:

1) **Press the METRONOME button. The CP piano will start counting with an audible steady beat. You will see Volume level, Beat (time signature), as well as the Metronome icon appear in the LCD screen next to the Tempo value.**
2) **Use the BEAT, VOLUME, or TEMPO buttons (F2–F7) to select the setting you wish to change.**
3) **Use the F buttons (F2-F7) or the Dial to change the values.**
   You can also adjust the tempo by tapping on the TAP TEMPO button. Simply tap on the button with your finger three or more times at the desired tempo, and the CP will automatically translate that into a tempo value on the screen!
4) **To stop the metronome, press the METRONOME button again.**



F1 Takes you to the Mixer menu.
F2, F3 Changes the Beat. Choose from 1/4, 2/4, 3/4, 4/4, 5/4, 6/8, 7/8, 9/8 and 12/8 time signatures.
F4, F5 Adjusts the volume level.
F6, F7 Adjusts the tempo.

Piano Only

The Piano Only button provides a way to quickly set the Concert Performer up to play the Concert Grand piano sound. Pressing the Piano Only button immediately turns off all Parts except the Right 1 part and sets the Right 1 sound to Concert Grand.



The Piano Only button also turns off all auto-accompaniment functions and stops the Easy/Advanced Recorder. Additionally, pressing the Piano Only button will cause the CP to exit any function or editing screen (except for Concert Magic) and immediately return to the Main Screen.

When you are using Concert Magic, pressing the Piano Only button will change the Concert Magic song's preset sounds to Concert Grand piano.

- You can also use the Piano Only button as a "panic button" to immediately stop any unintended accompaniment style or recording, or to quickly exit any confusing situation and return to a familiar piano sound.

To use Piano Only:

Press the PIANO ONLY button. The Main Screen is displayed and the Concert Grand sound is assigned to RIGHT1.

Using a Style

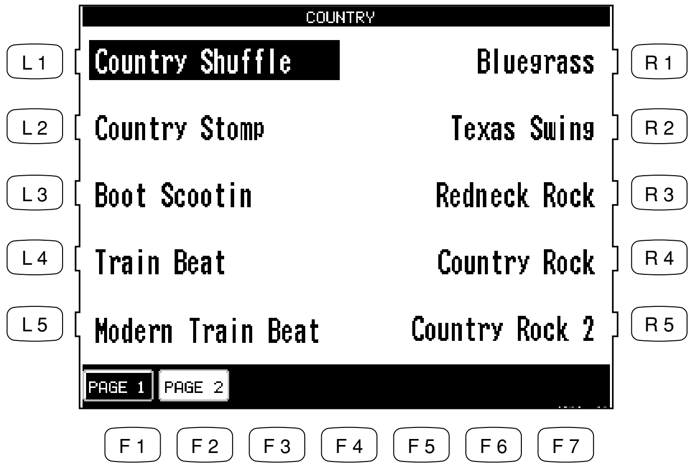
The Concert Performer contains 182 built-in Styles for you to play along with, covering a wide variety of musical genres. You can choose from a simple drum or percussion accompaniment or add in a fully orchestrated arrangement. In addition to the Full Styles which provide a full musical arrangement including Drums, Bass, and other accompanying instruments, there are Intimate Styles with Solo Piano Styles if you just want to play along with a piano accompaniment. If the on board variety of styles is not enough, or if you have creative ideas of your own, the CP contains other features such as Style Maker and Conductor to help you edit or create your own custom Styles. These features are explained in the section of this manual “Creating Your Own Styles”, page 74.

Selecting and Playing a Style

The Styles are organized into 13 categories, each with a dedicated STYLE SELECT button on the front panel.

To select a Style:

1) Press the STYLE button for the category of your choice. The LCD screen will display the first Style Selection page for that category.
2) Press the L or R button next to the on-screen name of the Style you wish to select.
3) Each Style category has two pages of styles. If you don't see your desired Style on the currently displayed page, you can use the F1- F2 buttons to select the other page. Press another STYLE button to jump to another category, or turn the Dial to scroll through all the Styles one by one.
4) If you wish play the selected Style, press either
the START/STOP button to start the Style playing immediately,
or the INTRO/ENDING button to start the Style with an Intro pattern.
You can also press the SYNC/FADE OUT button before starting a Style or pressing the INTRO/ENDING buttons. When the SYNC/FADE OUT button is pressed, the Style will not start until you play a note or chord on the keyboard.
5) To adjust the tempo of the Style, select Tempo on the main play screen and use the Dial to change the Tempo.
You can also use the TAP TEMPO button. Tap the button three or more times at the desired tempo, and the CP will automatically translate your taps into an on-screen Tempo value.
6) To stop the Style, press either,
the START/STOP button to stop the Style immediately,
or the INTRO/ENDING button to stop with an ending pattern,
You can also press the SYNC/FADE OUT button and have the Style fade out gradually.



Use the L or R buttons to select your desired Style.

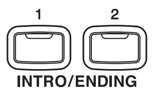
F1, F2   Select the different pages within a Style category.



When this button is pressed before starting a Style or before pressing the INTRO/ENDING button, the Style will not start until you play a note or chord on the keyboard. When this button is pressed while the Style is running the Style will gradually fade out. When this button is pressed during a fade out the Style will gradually fade back in and you may resume playing the Style. You can press the SYNC/FADE OUT button at any time while any of the patterns (Intro, Variation, Ending) in the Style are running to fade in or out of the Style.



Starts or stops the Style immediately.



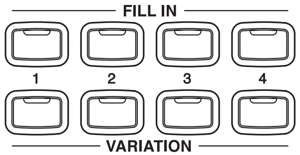
When one of these buttons is pressed to start a Style the selected Intro pattern will be played before the selected Variation pattern plays. There are both major and minor versions for each Intro. The Auto-accompaniment System will decide which Intro to use based upon the first Chord you play (major or minor). The LCD screen will display a countdown in bars to show how many bars you have until the variation begins playing. When one of these buttons is pressed while the Style is running the selected Ending pattern will be played before the Style stops. There are major and minor versions for each Ending.

- When you are in the main play screen, you can select a Style by just using the Dial. Press the L1 button or F2–F3 (STYLE) and “Style” will become highlighted. Use the Dial or press the F2–F3 button to select another Style.

- The CP remembers the last Style selection that you made within each category while the power is on. When you press a STYLE button, the CP will automatically select the Style previously chosen in the same category.
- When you switch from one Style to another while it is running, the new Style will wait until the beginning of the next measure before it begins to play.

Fill-In and Variation

Each Style is made of four Variation patterns and four Fill-in patterns.



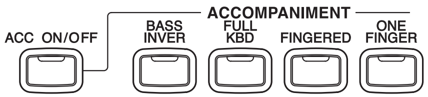
Fill-ins are short patterns that temporarily embellish the Style. Fill-ins can add excitement and rhythmic change to the Style and be used as a musical lead in between the Variations. To use a Fill-in, just press one of the FILL IN buttons. You will hear the fill-in begin playing immediately from a musically appropriate spot.

Fill-ins can also be used as a short intro. First press the SYNC/FADE OUT button then press one of the FILL-IN buttons to select a desired Fill-in. Press any key on the keyboard to start the style. After the Fill-in plays, the selected Variation will play.

To select a Variation, press one of the four VARIATION buttons to select the desired Variation. The Selected VARIATION button LED will light.

- You can set the CP to automatically play a Fill-in anytime you press a VARIATION button as you switch from one Variation to another. Select your preferred option in the Fill-in mode. (See page 112)

Auto Accompaniment System



The Auto-accompaniment System (ACC) is a powerful feature that determines how the Styles will interact with you as you play. The ACC System analyzes your playing and adjusts the notes the Style plays to follow the Chords that you play on the keyboard. The ACC System is capable of recognizing single finger as well as more complex chord voicings. The CP recognizes 61 chord types as well as most of their inversions. (See page 158 for a chord table.) There are three modes of key recognition—One Finger, Fingered, and Full Keyboard. Your choice of which mode to use depends on your skill level and the selected musical style.

Fingered The player must play at least three notes of a chord below the split point (LEFT/SPLIT Part) before the ACC System will recognize the chord type. (See page 158 for chord table.)

One Finger Uses a simplified chord method that allows beginners to specify a chord type by playing only one or two notes below the split point. The types of chords that can be recognized in this manner are limited to Major, Minor, 7th and Major 7th. While the player can trigger basic chords with as little as one finger, the ACC System will recognize more complex chord types if you play them, even you are in the One Finger mode.

Full Keyboard The player must play at least three notes of a chord anywhere across the 88 keys before the ACC System will recognize the chord type. This mode is similar to Fingered however, Full Keyboard recognizes chord types from three or more notes played anywhere across the 88 keys not just below the split point.

Bass Inversion

When Bass Inversion is on, the Bass Section of the Style will follow the lowest note of the chord voicing played on the keyboard. With Bass Inversion on it is possible to specify a chord over a certain bass note by the chord voicing you play. For example, a C chord over a G bass, or a Bb7 chord over a C Bass. Bass Inversion will work with all three key recognition modes but when in One Finger mode, you play at least two notes of a chord for Bass Inversion to function.

To turn Auto-accompaniment (ACC) on:

1) **Select a Style that you would like to play.**
2) **Press one of the ACCOMPANIMENT buttons to select the Key Recognition mode. The selected Key recognition mode will be displayed at the bottom of the LCD screen if you're on the main play screen.**
3) **Press the BASS INVERSION button if you would like to turn it on.**
4) **Press the ACC ON/OFF button to activate the Auto-accompaniment System (ACC).**
5) **Press the START/STOP button to start the Style, and play some chords in the LEFT/SPLIT Part. You will hear the Style start and also change keys and chord types as you play different chords.**
6) **If you want to cancel or stop the Auto-accompaniment, press the ACC ON/OFF button again. If you turn the ACC off without stopping the Style the drum rhythms will continue to play.**

- When you play along with the Auto-accompaniment using the Fingered or Full Keyboard modes, you may hear two sounds playing the chords: one is selected by the front panel and the other is pre programmed for the Style. This is because the sounds used by the Auto-accompaniment Style are independent of the Left and Right Part sound settings. Therefore you will hear the instrument sounds played by your hand as well as those generated by the accompaniment.

  In most cases, these are just duplicate notes being played using different sounds. In some cases however, you may hear different notes or an unexpected chord inversion. If the overall musical effect is undesirable, try turning the LEFT/SPLIT Part off and let the accompaniment play alone.

- You can use the Auto-accompaniment (ACC) System without the Style running. In this way you can make use of the chord recognition without having the pre programmed rhythms or patterns playing. Just turn the ACC on and play without starting the Style. You will hear the bass and chord parts only. This may be useful when you play a musical piece that is not played with drums. The accompaniment sounds are pre programmed to best suit the different Styles, and you cannot alter them. When playing in One Finger mode, however, you can replace the chord sound with the sound chosen for the LEFT/SPLIT Part. Assign your preferred sound and make the LEFT/SPLIT Part active.

  You can also start a Style without the ACC on. In this way you can have just drums and percussion accompany you.

1-2 Play

If you want to play using an Accompaniment Style, but have no idea as to what sounds you should use for the right and left-hand parts, try using the 1-2 Play feature. This feature gives you a preprogrammed panel setup with appropriate sounds and settings for the Style you have chosen.

To use 1-2 Play:



1) **Select the Style you would like to play.**
2) **Press the 1-2 PLAY button. The 1-2 Play indicator will become lit, and the words "1-2 Play" are displayed in the Main Screen. The SYNC/FADE OUT button is activated as well.**
3) **Activate one of the INTO/ENDING buttons if you want the Style to begin with an introduction. Start the Style by playing a key on the left side of the keyboard, or by pressing the START/STOP button.**
4) **Press the 1-2 PLAY button again to turn it off.**

- Among the settings contained in the 1-2 Play setting are the Sounds assigned to the keyboard Parts (Right 1/2, Left), Tempo, and Mixer settings.

Registration

A Registration is a setup that remembers the panel settings along with many other performance functions so that you can recall them at the touch of a button. This lets you begin to play quickly instead of spending a lot of time programming all the settings and values manually.

There are 8 Registration buttons on the panel of the Concert Performer. Each button contains a different registration. Pressing any of the Registration buttons activates the setup stored there. Pressing another Registration button changes to the registration stored in that button. Pressing the active Registration button again deactivates the registration and returns you to the original panel setup.

Registration Groups

There are 10 Registration Groups in the Concert Performer. Each group contains settings for the 8 Registration buttons on the panel. Each group represents a “family” of settings for the CP. The sound and performance capability of the Concert Performer is remarkable, and each registration group is designed to take full advantage of certain types of sounds available in the instrument. Switching from one Registration Group to another instantly changes the Registration buttons from Pipe Organ settings to Orchestra settings, for example.

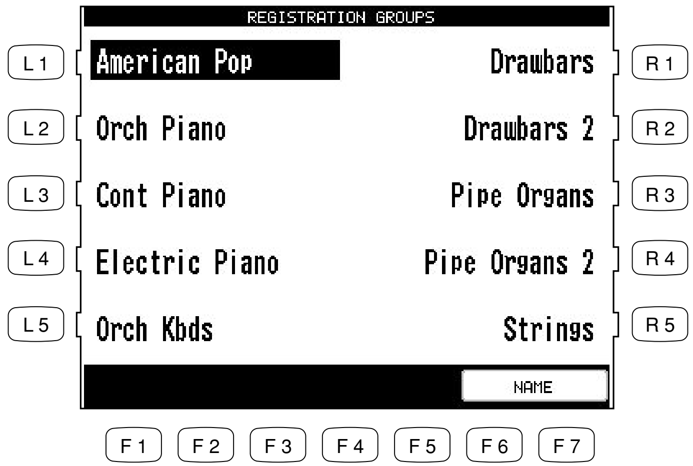
- The default Registration Group is “American Pop”, a family of registrations designed to play popular music from the 1940’s through today.

With 8 Registration buttons and 10 Registration Groups, you have a total of 80 preprogrammed Registrations available. Plus, you can overwrite any registration with your own unique setups.

To use a Registration:



1) **Press the REGIST GROUPS button. Ten Registration Groups will be displayed.**
2) **Highlight any Group from the list by using the L and R buttons.**
3) **Press one of the eight REGISTRATION buttons to activate a Registration from your selected Registration Group.**
4) **To return to the Main Screen, press the EXIT button.**



Use the L and R buttons to select the Group. Then press one of eight REGISTRATION buttons to call the desired setup.

F6, F7 Takes you to the Registration Group Name screen.

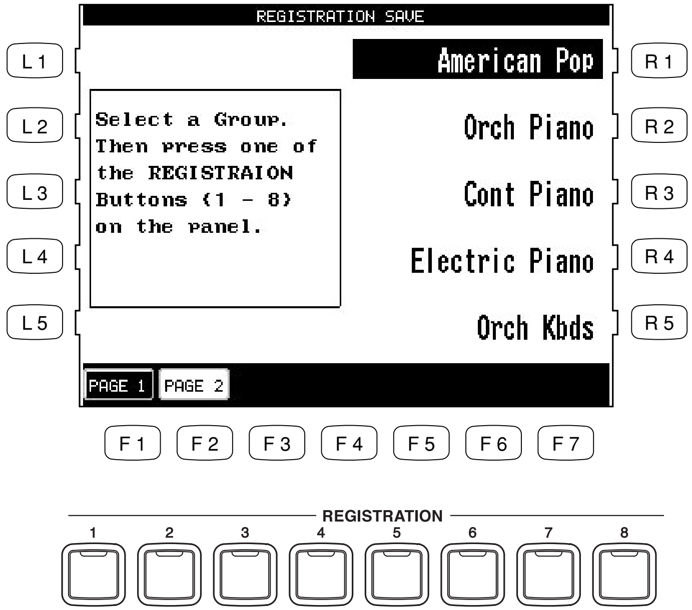
- The CP remembers how the front panel was setup before you chose a Registration so that after exiting the Registration, the prior settings will be restored.

- It is not necessary to always begin with the REGIST GROUPS button when selecting a Registration. If the group you want to use is already selected, pressing one of the REGISTRATION buttons will activate a setup from that group. The CP will remember the Registration Group last chosen as long as the power remains on.

- You cannot use the 1-2 Play function and Registrations at the same time. Choosing one always cancels the other.

To create your own Registration:

1) **Set up the panel and functions in the way that you'd like to save them.**
2) **Press the SAVE REGIST button. Use the R1 – R5 buttons to select the Registration Group in which to save your setup. Use the F1 – F2 buttons to view the 10 Registration Groups in sets of five.**
3) **Press one of the 8 REGISTRATION buttons to specify which location you'd like to save your Registration to.**



R1–R5 Selects the Registration Group to save in.

Press the F1-F2 buttons to display the Registration Groups on the other pages.

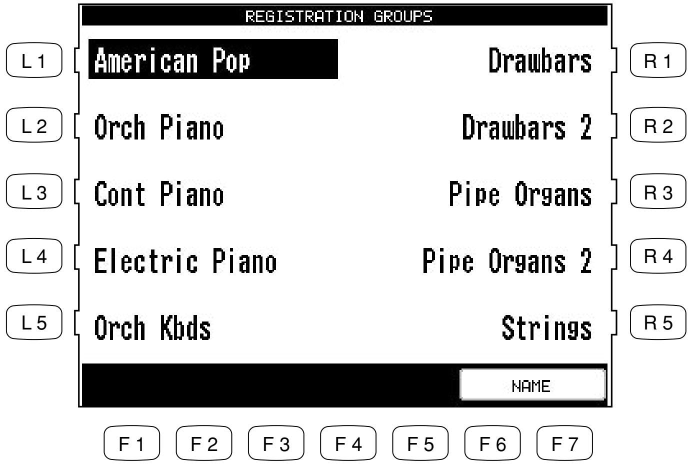
Press the specific REGISTRATION button where you'd like to save to.

- The following settings can be stored in a Registration:
  Sounds (Right1, Right2, Left), Split Point, Style and Variation, Fill-in mode, Tempo, Accompaniment settings, Mixer settings, Chorus settings, Effect settings, Harmony settings, Voicing, Detune, Resonance and Left Pedal functions.

- You can save your Registrations on a floppy disk and load them into the CP later. (See page 128)

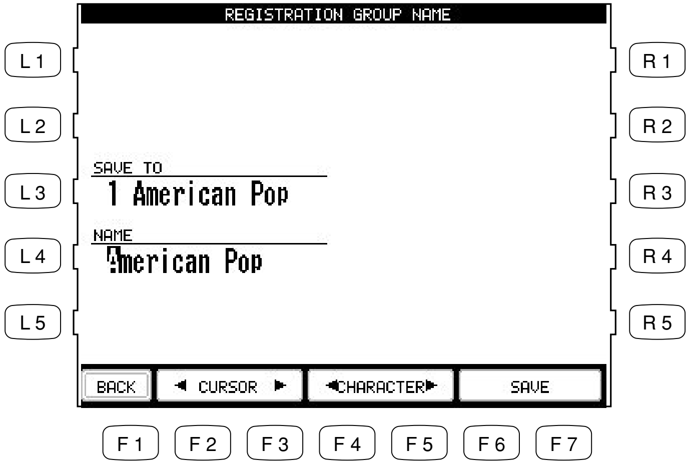
To rename the Registration Group:

1) **Press the REGIST GROUPS button.**
2) **Use the L and R buttons to select the Group to rename.**
3) **Press the NAME (F6, F7) button.**



Use the L and R buttons to select the Group to rename.

4) **In the Registration Group Name screen, use the CURSOR (F2, F3) buttons and the CHARACTER (F4, F5) buttons to change the name. You can also use the Dial to change the characters.**
5) **Press the SAVE (F6, F7) button to confirm the name.**



F1 Takes you to the previous menu.
F2, F3 Moves the cursor over the characters in the name.
F4, F5 Selects a character.
F6, F7 Saves the name

Style Lock



Pressing the STYLE LOCK button keeps the current Style, even if another Registration is selected. This allows you to change Sounds and settings by the Registration button while keeping the Style as-is. As long as the STYLE LOCK button is on, changing registrations will not change the style. However, you can always manually change the style, even if the Style Lock is on.

Press the STYLE LOCK button again to turn it off.

Song Stylist

SONG STYLIST

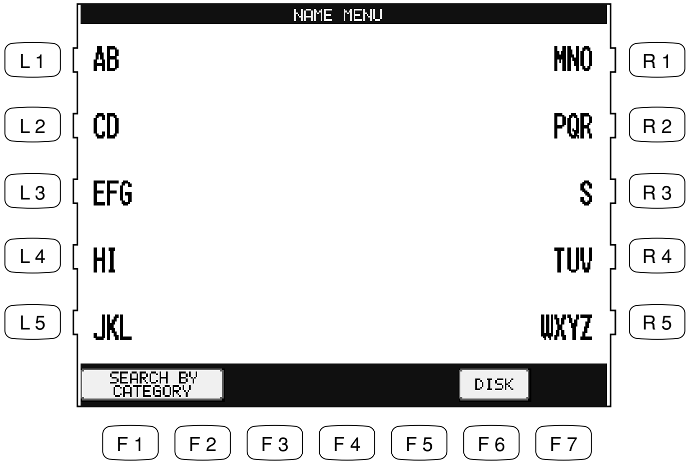


With over 600 Sounds and 182 Styles, it can sometimes be difficult to decide the best settings with which to play a song. Even if you are very familiar with the Concert Performer, you may want a quick way to change the CP's setup to play another song. The Song Stylist feature was created to handle this situation for you. You simply pick the name of the song you want to play and the Concert Performer sets up everything for you.
The Song Stylist contains a list of 514 popular song titles. In the Song Stylist, there is an appropriate setup for each of those songs. You may search for your favorite title either alphabetically by song name, or by category of musical genre. Once you've found the song you want to play, simply press one button and the CP is immediately setup for that song and ready for you to begin.

- The Song Stylist contains no prerecorded music, only the setup to play the chosen song. You must play the actual music yourself.

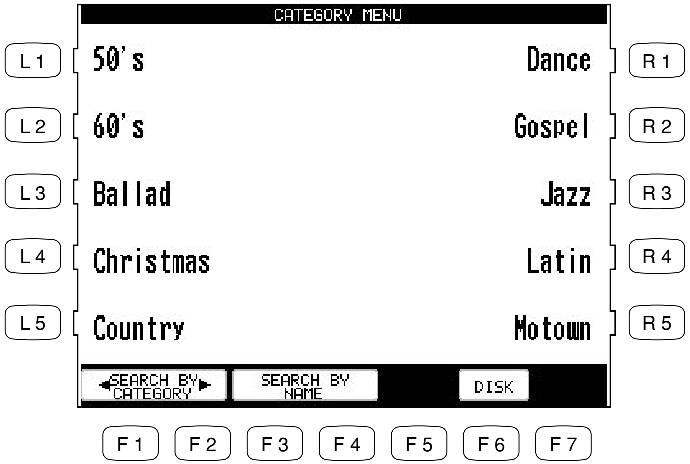
To use the Song Stylist:

1) **Press the SONG STYLIST button. The Name Menu list appears, showing alphabet to search for the SONG STYLIST. Use the L and R buttons to search for the title in alphabetical order.**
2) **Press the SEARCH BY CATEGORY button. The Category list appears, showing the different musical genres for the SONG STYLIST.**
3) **Use the SEARCH BY CATEGORY buttons (F1, F2) to display the Category choices on the other page. When you have found the category you want, use the L and R buttons to select it. A list of songs within that musical category appears.**



Use the L, R buttons to search for a title listed in alphabetical order.

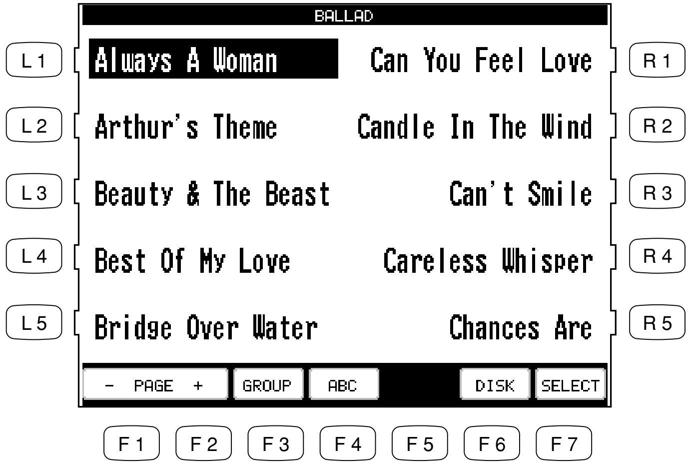
F1,F2 Jumps to the Song Stylist Category menu.
F6 Search for a title from a floppy disk.



Use the L, R buttons to select your desired category.

F1, F2 Shows the other categories.
F3, F4 Shows the song list in alphabetical order.
F6 Searches for a title from a floppy disk.

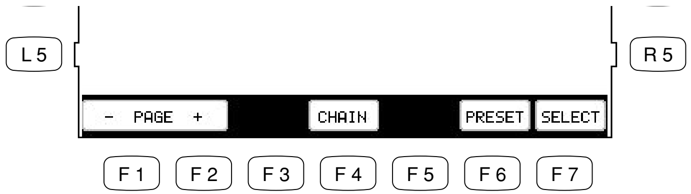
4) **Use the PAGE buttons (F1, F2) to display the Song Titles on the other pages in the same category.**
5) **Use the L and R buttons to select one of the ten songs displayed in the screen. The CP automatically returns to the Main Screen ready with all of the settings for that song.**
6) **You may start and play the song in your usual manner. You can operate the CP normally and make any changes to the Song Stylist setup that you wish.**
7) **To play another song, press the Songlist (F7) button. To exit, press the SONG STYLIST button again or press the EXIT button.**



Use the L or R buttons to select your desired song.

F1, F2 Searches for a title on the other pages.
F3 Jumps to the Song Stylist Category menu.
F4 Searches for a title in alphabetical order.
F6 Searches for a title from a floppy disk.
F7 Selects the Song.

Selecting a song from a floppy disk.



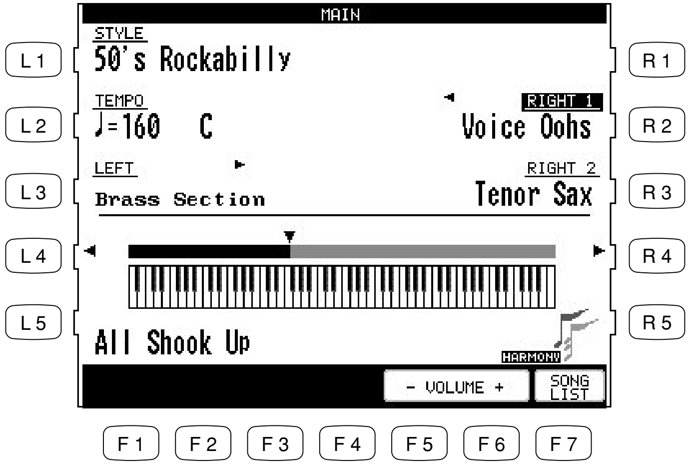
F1, F2 Searches for a title on the other pages.
F4 Starts the Chain Play.
F6 Searches for a title from the internal presets.
F7 Selects the song.

L1 *Highlights the Style.*

L2 *Adjusts the Tempo.*

L3 *Highlights the LEFT Part.*

L4 *Changes the split point.*



R2 *Highlights the RIGHT 1 Part.*

R3 *Highlights the RIGHT 2 Part.*

R4 *Changes the split point.*

F1, F2 Turns on the Auto Chord Progression (if available).
F3, F4 Turns on the Melody part (if available).
F5, F6 Adjusts the volume level for the sound.
F7 Takes you back to the Song Stylist menu.

- You may use different Sounds, Styles, Tempo and other settings to customize to your taste.

- When choosing a Song Stylist created by you (or someone else) and saved to floppy disk, there may be a recorded melody and chord track available. The chord track, called the Auto Chord Progression, will provide you with the chord changes to the song.

You may also find a song title by searching the list alphabetically.

To search the Song Stylist by Song Title:

1) **Press the SONG LIST (F7) button. The Category list appears, showing the different musical genres for the SONG STYLIST.**
2) **Press the SEARCH BY NAME (F3, F4) buttons. In the Name Menu, press the L or R buttons to take you to the first letter of the name of the song. For example, if your song title starts with "G", press the L3 button.**
3) **Use the PAGE (F1, F2) to search for the name of your song. When you find the song, press the corresponding L or R button. The CP automatically returns to the Main Screen ready with all of the settings for that song.**

Harmony



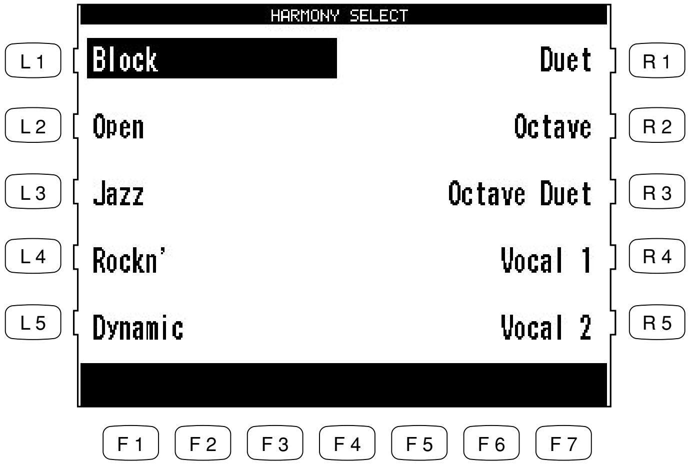
When the Auto-Accompaniment is on, you can use Harmony function. The Harmony function automatically adds notes to your right hand (melody) part to help you sound more professional. This function analyzes the notes you play and automatically adds notes from the Accompaniment chord (shown in the Main Screen when the Accompaniment is on), creating a “harmony” part (even if you are only playing single notes in the left and right hands).

There are 10 types of Harmony.

Block	Adds three or four notes based on the chord.
Open	Adds three or four notes based on the chord. Harmony notes may extend over one octave below the lowest right-hand note.
Jazz	Adds three or four notes based on the chord.
Rockn’	Adds a note at a fifth (or fourth) interval to the lowest note played in the RIGHT Part.
Dynamic	Adds three or four notes based on the chord. Harmony notes are played within one octave below the lowest note played in the right hand.
Duet	Adds a note according to the lowest note played in the right hand and based on the chord.
Octave	Takes the highest note played in the right hand and doubles it an octave down.
Octave Duet	Adds an Octave note and a Duet note.
Vocal 1	Adds a single note above the top note of the right hand based on the chord.
Vocal 2	Adds three notes based on the chord. The lowest note will always be the root of the chord.

To use Harmony:

1) **Press the HARMONY button. The button will be lit to show that it is active. The Harmony symbol will also appear in the Main Screen.**
2) **To change the Harmony type, hold down the Harmony button for a moment until the Harmony Select menu is displayed.**
3) **Choose the Harmony type using the L and R buttons.**
4) **Press the EXIT button to leave the Harmony Select menu.**
5) **To turn off the Harmony, press the HARMONY button again.**



Use the L or R buttons to select your desired Harmony type.

- The additional notes created by Harmony are added to the RIGHT 1 Part, if that part is on. If the RIGHT 1 Part is off, the additional notes are added to the RIGHT 2 Part. If both parts are off, there will be no Harmony even though the HARMONY button is lit. The Harmony notes are played with the same sound as the part they are added to.

- You can volume mix the Harmony separately in the MIXER screen.

- If the Accompaniment in not on, you will not be able to activate Harmony.

Recording a Song

The CP has built-in recording capabilities that allow you to record and play back your performances. Since the CP records your performances as digital data, not audio data, you can easily edit your performances after recording them. There are two ways to use the CP's recording feature:

Easy Recorder records your playing much like a tape recorder and is just as easy to use. The CP will record all of your playing as well as any changes you make to the front panel settings during the recording.

Advanced Recorder is useful for creating more complex recordings. Advanced Recorder gives you the ability to record on up to 16 independent tracks separately. In addition, with Advanced Recorder you can edit your recorded data one measure or even one note at a time.

Song data created on other instruments in the Standard MIDI File format (SMF) can also be loaded into the CP's recorder to be played or edited. The CP's recorder can read both Type 1 and 0 SMF files.

Please read the following sections carefully to learn more about the capabilities of the Easy and Advanced recorder.

Easy Recording

The Easy Recorder will record all of your playing as well as any settings you have made on the front panel or in the mixer screen at the touch of a button. Simply press the REC button and the CP will begin recording with the first note you play. You can also record a Style along with your playing if you like. Before you begin recording its a good idea to select your desired sound(s) and make any panel settings you would like to record.



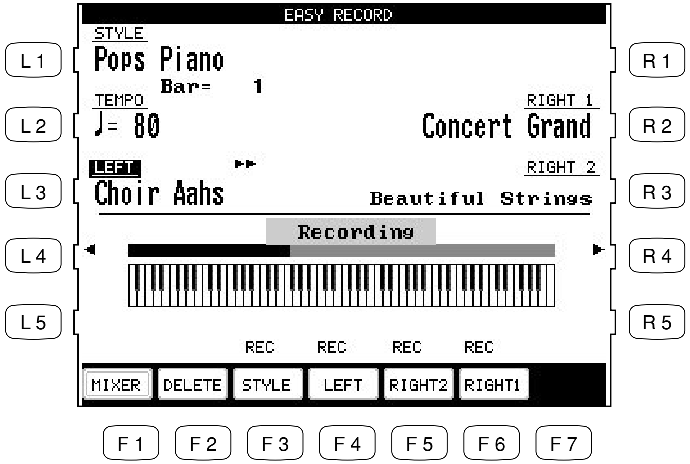
To record:

1) Press the REC button. The REC button LED will blink and the LCD screen will show Rec Ready. If you want to, you can still change sounds or panel settings before proceeding.

2) Start recording in one of the following ways:
A. Play the keys and the CP will automatically start recording with the first note you play.
B. If you are recording with a Style, press the START/STOP button to start the recorder with the Style. Pressing the INTRO/ENDING button will include an Intro phrase at the beginning of the recording.
C. You can also press the SYNC button to begin recording the Style and your own playing together.
D. Press the PLAY/STOP button to start with a 2-bar countdown to help you get ready.

3) When you are finished recording, press the PLAY/STOP button.
You may resume recording from the point where you stopped by repeating these steps from step 2.

The current bar number is displayed.



You can make changes to the panel settings before and during recording using the L and R buttons.

F1 Takes you to the Mixer menu.
F2 Deletes the recorded song data
F3-F6 Changes the part status.

- You may resume recording from the bar where you stopped by repeating these steps. You can also change sounds, tempo, and make other changes to the panel settings before you continue recording.

- To Re-record or make other changes to a previously recorded section of a song, please read the section titled “Re-recording or adding another Part” on page 44.

To play back the recorded song:



1) Press the RESET button in the RECORDER section of the front panel to return to the first bar of the song.
2) Press the PLAY/STOP button to play back the song.
3) Press the PLAY/STOP button again to stop at any time.
4) Pressing the PLAY/STOP button again resumes the playback from the bar where you stopped.
5) Use the RWD or FWD buttons to rewind or fast-forward through the recording.

Part Status

The playback and record status for the RIGHT/ LEFT Parts and the Style are displayed at the bottom of the LCD screen. Whether you are in the process of recording or playing back your song it is helpful to know the status for each of these Parts.
The LCD screen will show the following Part status messages at the bottom of the screen:

REC This Part is ready to be recorded. This message is only displayed after the REC button has been pressed.
PLAY This Part has been recorded and will be heard both on playback and while recording.
MUTE This Part has been recorded but will be silent both on playback and while recording.
– – – This part has not been recorded.

After you have recorded a song you can change the status for a Part by pressing the appropriate button, F3-6 below the LCD screen. Pressing the F buttons during playback will select PLAY or MUTE. REC can only be selected after you press the REC button but before you begin recording. During recording you can however set any Part to PLAY or MUTE by pressing the appropriate F button.

You can record all RIGHT/LEFT Parts as well as the Style simultaneously or only certain Parts as you choose. When you first record a song all Parts and the Style will be automatically set to REC but only the active Parts and the Style will be recorded. When you are finished recording the status for any active Parts and the Style will automatically change from REC to PLAY. After recording, the status for any RIGHT/LEFT Parts that were not active during recording will be automatically changed to - - - to show they have not been recorded yet.

When you press the PLAY/STOP button to listen to your song any Parts set to PLAY status will be heard.

Re-recording or adding another Part

After you have recorded a song you can Re-record a Part or add (overdub) other Parts if you like with the following procedure. Re-recording a Part completely erases the previous performance for that Part automatically.

To Re-record or add a Part:

1) Make sure the Part(s) you wish to Re-record are active, then select any sounds or change panel settings as desired.

2) Press the REC button.
3) Press the appropriate F button(s) below the LCD screen to set the desired Part(s) to REC.
4) Begin recording by following step 2 in the "To Record" section on page 42.

Remember Re-Recording a Part completely erases the previously recorded performance for that Part. You can Re-record or add any of the RIGHT/LEFT Parts as many times as you like but you can only have one performance/sound for each RIGHT/LEFT Part.

Saving the song

Once you finish recording a song you should save it to disk before you turn the power OFF. Once the power is turned OFF your song data will be lost.

See the section titled "Saving Data to a Floppy Disk" on page 129.

- If you press the EXIT button to get out of the Easy Recorder, the CP will automatically prompt you to save your work.

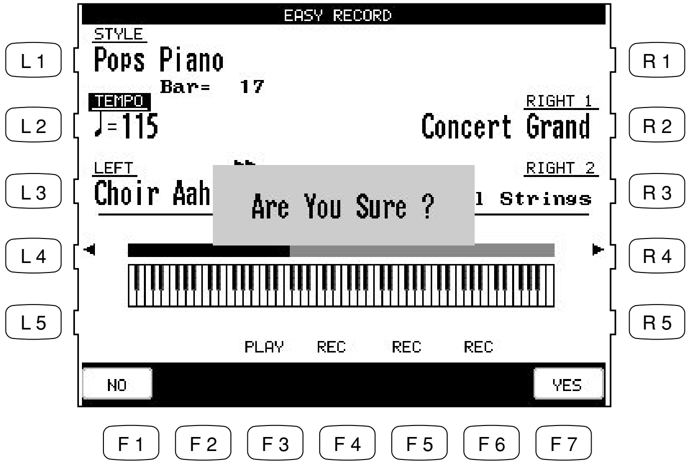
Erasing the song

Whenever a Part is selected for recording, the new performance is written right over any existing one that may be there for that Part. In this sense, the Easy Recorder is just like a tape machine. A new song will simply erase the old song during the recording process.

However, if you wish to simply erase all the Parts and the Style in a song at once you can use the Delete function.

To delete a song:

1) Press the DELETE button (F2) while the Recorder is not recording or currently ready to record. The CP will ask if you are sure.
2) Use either the YES (F7) button to proceed or NO (F1) to cancel.



F1 *Cancels erasing the song.*
F7 *Proceeds with erasing the song.*

- DELETE erases all of the performance data for all Parts and the Style in the song. The panel setup, such as Style, Tempo, and Sound settings are not erased by the DELETE function.

Advanced Recording



The Advanced Recorder is a full featured sixteen track MIDI recorder that includes many of the same professional features found on dedicated MIDI sequencing (recording) devices. In addition to sixteen MIDI tracks the CP Advanced recorder provides a separate Style, chord, and tempo track for even more flexibility.

Even though you can create recordings of great musical complexity using the Advanced recorder you will find that it is still very straightforward and easy to use.

Using the Advanced Recorder allows you much greater control over the recording and compositional process than that offered by the Easy Recorder. However, songs created using the Easy Recorder can also be edited using the Advanced Recorder by simply pressing the ADVANCED RECORDER button.

To go to the Advanced Recorder Menu:

Press the ADVANCED RECORDER button. The recording options will be displayed on the screen.

L1 *Change the Reverb, Effect, Panning, Volume level and Chorus for each of the 16 tracks.*

L2 *Prepares the track for real-time recording.*

L3 *Re-record specific measures within your song.*

L4 *Select the sound to be assigned to each of the 16 tracks, and change the track's recording and play back status.*

L5 *Edit loop settings for the song.*



R1 *Edit the general settings for the song.*

R2 *Edit the song by bars.*

R3 *Edit the song by MIDI events.*

R4 *Create your own new user Style.*

F1 *Converts recorded Style data into MIDI note data that can then be edited in the Advanced Recorder. Style Paste will only be displayed if the current song was recorded using a Style.*

Real-time Recording

With Real-time record, the CP records your performance as you are playing it, in real-time. You can select any of the sixteen instrument tracks or the Style and tempo tracks to record, but you can only record on one track at a time. Since the Advanced Recorder only records on one track at a time, only the RIGHT 1 Part is active in the Advanced Recorder. Any other active Parts are automatically turned OFF when the ADVANCED RECORDER button is pressed. In addition to selecting the desired track to record, the Real-time recording screen provides many other useful Real-time recording functions.

To use Real-time recording:

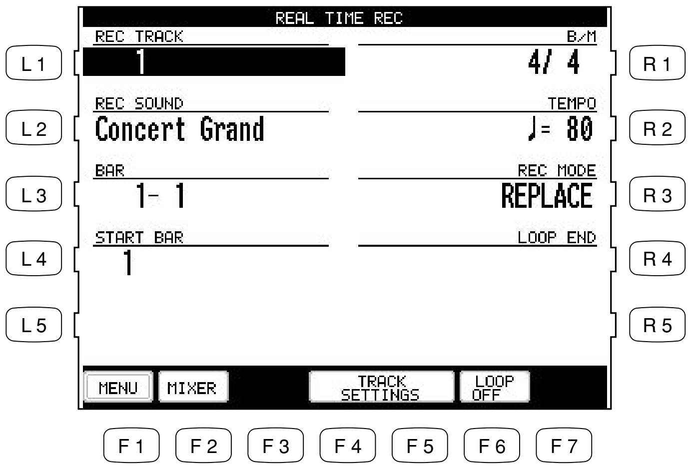
1) **From the Advanced Recorder menu, press the L2 button to select "Real Time REC", or simply press the REC button. The REC button LED will blink and the LCD screen will display the "Real Time REC" screen.**
2) **Use the F, L and R buttons to select a function to edit. Use the Dial to change the values.**
3) **If necessary, you can go to the Mixer and Track Settings screens by pressing the appropriate F buttons.**

L1 *Selects the track on which you want to record. There are 16 Instrument tracks, 1 Tempo track, and 1 Style track.*

L2 *Selects the sound or Style that you want to record with.*

L3 *Shows the current bar and beat number.*

L4 *Selects the starting bar for the Loop feature. This function is a available only when Loop is turned ON.*



R1 *Changes the time signature.*

R2 *Changes the tempo.*

R3 *Selects the recording mode. REPLACE erases the previous data and records the new data in its place. OVERDUB mixes the new data with the previous data so that both are heard together. Repeatedly pressing the R3 button switches between the REPLACE and OVERDUB.*

R4 *Selects the ending bar for the Loop feature. This function is available only when Loop is turned on.*

F1 *Cancels the real-time recording setup and returns you to the Advanced Recorder menu.*
F2 *Takes you to the Mixer menu.*
F4, F5 *Takes you to the Track Settings menu.*
F6 *Turns the Loop feature on/off*

4) **Start recording by pressing the PLAY/STOP button while the REC button LED is blinking. There is an automatic two bar count in before the CP begins recording. If you are recording on the Style track you must press the START/STOP or INTRO buttons instead of the PLAY/STOP button. When recording a Style there is no two bar count in, recording begins immediately.**
   You can cancel recording at anytime by pressing the REC button again or by pressing the F1 button to return to the Advanced Recorder menu.

- When you select a Style to record the default tempo for that Style is ignored. The Style will use the current tempo setting for the song instead. You can set the desired tempo on the Real-time record screen before recording or change the tempo after you have recorded in Song Edit or on the tempo track in Event Edit.

- When you are recording on the Style track only the Style will be recorded. The style track will record any chords (to the chord track) you play but the actual notes you are playing will not be recorded.

- When the recording is done, the Mixer screen will automatically be displayed.

To play back the recorded song:

1) **Press the RESET button in the RECORDER section of the front panel to return to the first bar of the song.**
2) **Press the PLAY/STOP button to play back the song.**
3) **Press the PLAY/STOP button again to stop at any time.**
4) **Pressing the PLAY/STOP button again resumes the playback from the bar where you stopped.**
5) **Use the RWD or FWD buttons to rewind or fast-forward through the recording.**

Mixer

On the Mixer screen, you can change the following settings for each of the 16 tracks: Reverb level, Chorus level, Effect on/off, Panning, Track mute, Volume level.

To use the Mixer:

1) **Use the TRACK buttons (F2, F3) to select which of the 16 tracks you wish to make changes to.**
2) **Use the L1 and L5 buttons to choose the track setting that you want to change.**
3) **Use the Dial to change the value.**

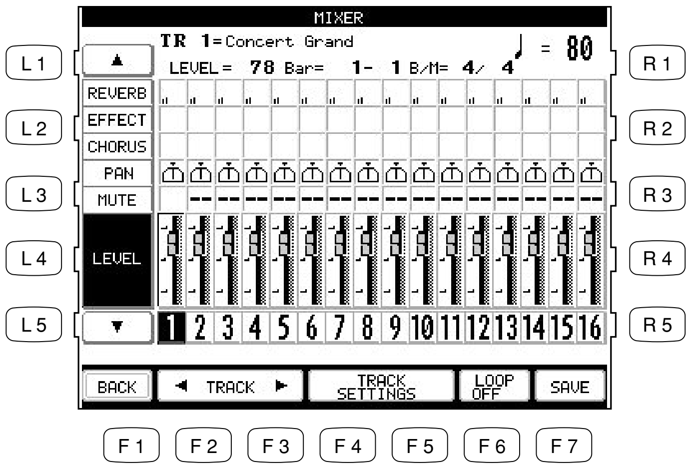
4) At this point, you can start recording or go to another menu to continue setting up.

- You can make changes on the Mixer screen at any time except while the CP is busy recording. The Mixer screen is accessible from the Advanced Recorder menu, Track Settings screen and Real-time Rec screen.

- You can save any changes you have made to the settings on the Mixer screen at any bar or beat in your song. Simply play back the song or press the FWD/RWD buttons until you reach the exact bar and beat where you want to make changes to the Mixer settings and stop the song. Make any changes on the Mixer screen, then press the SAVE button (F7). You can do this as many times and in as many places within your song as you wish.

Note
"Saving" here only means any changes you made on the Mixer screen were saved as part of the song. Once you finish recording a song or after you make any important changes you should save it to disk before you turn the power OFF. Once the power is turned OFF your song data and any changes you have made will be lost.
See the section titled "Saving Data to a Floppy Disk" on page 129.

L1, L5 Used to select the track setting you want to change. Use the Dial to change the value.



F1 Returns you to the Advanced Recorder menu.
F2, F3 Selects the track that you wish to edit.
F4, F5 Takes you to the Track Settings menu.
F6 Turns Loop ON/OFF.
F7 Saves the Mixer settings as part of the song.

Track Settings

The Track Settings screen shows you the Play, Record, and Mute status for each track. In addition it shows you what sound is assigned for the sixteen instrument tracks. You can change the track status or select a different sound for each track.

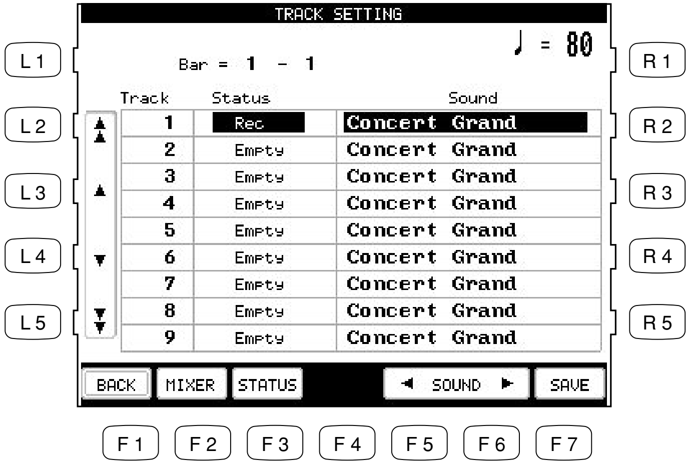
The Track Status screen will show the following Status messages.

Rec	This track is ready to be recorded.
Play	This track has been recorded and will be heard both on playback and while recording.
MIDI Rec	MIDI Rec enables the CP to record incoming MIDI data from an external MIDI instrument connected to the MIDI jacks. You can set more than one track to MIDI Rec, enabling the CP to record on several tracks simultaneously over MIDI.
Mute	This track has been recorded but will be silent both on playback and while recording.
Empty	This track has not been recorded.

After you have recorded a song you can change the status for a track by pressing the STATUS button (F3) below the LCD screen. Pressing the STATUS button during playback will select Play or Mute. Pressing the STATUS button after entering Real-time record but before recording begins, will select Play, MIDI Rec, or Mute. Rec can only be selected from the Real-time Record screen. The Track settings screen cannot be accessed during recording.

To use the Track Settings screen:

1) **Press the TRACK SETTINGS button (L4) on the Advanced Recorder menu.**
2) **Press the L3 and L4 buttons to select the track that you wish to edit. If you wish to select tracks 10-16, the Style, or Tempo tracks, press the L5 button to jump to these tracks. Press the L2 button to return to tracks 1-9.**
3) **Press the STATUS button (F3) to change the status to PLAY, MUTE or MIDI REC.**
4) **If you wish to change the sound assigned to the track, press the SOUND buttons (F5, F6). You can also select sounds by pressing any of the SOUND buttons.**
5) **When you are finished, press the MENU button (F1) to return to the Advanced Recorder menu or press the MIXER button (F2) to go to the Mixer menu.**



L2 Jumps to tracks 1-9.

L3, L4 Selects the tracks one at a time.

L5 Jumps to tracks 10-16, Tempo, and Style.

R1 Changes the tempo. Use the Dial to change the value.

F1 Returns you to the Advanced Recorder menu.
F2 Takes you to the Mixer.
F3 Changes the track's status.
F5, F6 Selects a different sound for the track.
F7 Saves the Track settings as part of the song.

- As discussed in the above section, MIDI Rec enables the CP to record incoming MIDI data from an external MIDI instrument connected to the MIDI jacks. You can set more than one track to MIDI REC, enabling the CP to record on several tracks simultaneously over MIDI. Each MIDI Rec track will record on the incoming MIDI channel that corresponds to its track number. Track 1 records MIDI channel 1 and so on.

Loop Settings

The Loop function lets you specify certain bars or your entire song to repeat over and over. Loop is a global function and all tracks will be looped equally. You cannot have different loop settings for each track.

To set the Loop:

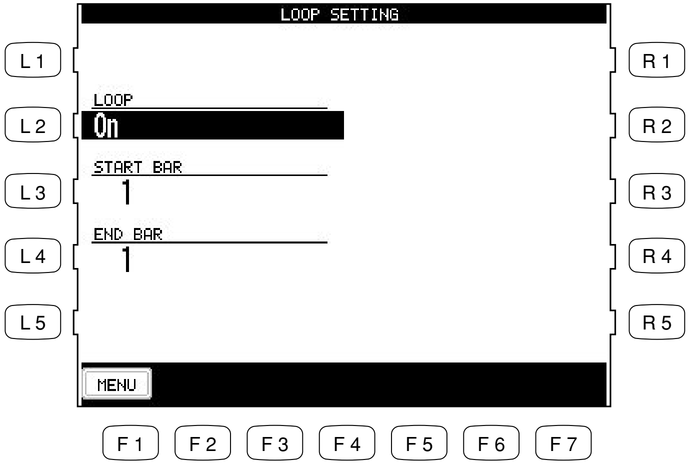
1) Go to the Loop Settings screen by pressing the L5 button in the Advanced Recorder menu.
2) Use the L2–L4 buttons to select the different settings, then use the Dial to change the values.
3) Press the L2 button to turn the Loop ON/OFF.
4) Press the L3 button to specify the bar where you want the Loop to start.

5) Press the L4 button to specify the bar where you want the Loop to end.
6) Press the MENU button (F1) to return to the Advanced Recorder menu when you are finished.

L2 Turns the Loop ON/OFF.

L3 Specifies the starting bar.

L4 Specifies the ending bar.



F1 Takes you back to the Advanced Recorder menu.

- You can turn looping on and off in the Mixer menu. However, you still have to set the Start and End Bar from the Loop Settings menu.

- You can set up looping for recording in the Real-time REC menu as well. In the Real-time REC menu, when you turn on the looping, the Start Bar and End Bar information will be automatically copied from the Loop Settings menu.

Style Paste

When you record a Style as part of your song, the Style data is automatically recorded on the Style track. This data is unique to the CP, and cannot be used with any other musical instruments. Additionally the instrument tracks that are part of the Style cannot be edited individually.

Style Paste converts any Style data recorded on the Style track into MIDI note and event data and places it on separate tracks (Trks 9-16). Once the Style data is converted into actual note data, you can view and edit the individual Style tracks as if you had recorded the data yourself. Also your song including the Style can now be played back by any other MIDI instrument that reads Standard MIDI File (SMF) format song data.

- Before you use Style Paste, you need to make sure Tracks 9-16 are empty or don't contain important data. When the Style is pasted, the data from the Style track will be pasted into these tracks and will replace any existing data.

To use Style Paste:

1) **Press the STYLE PASTE button (F1) while you are in the Advanced Recorder menu. The LCD screen will prompt you for confirmation.**
2) **If you would like to proceed, press the YES button (F7), or press the NO button (F1) to cancel.**



F1 Cancels the Style Paste.
F7 Proceeds with Style Paste.

Punch-In Recording

Punching In means being able to automatically start recording right in the middle of a track that is playing back, continue recording new data on that track for a specified number of measures, and then automatically stop recording at a specific measure and hear the rest of the track play to the end. This tool is very valuable if you wish to record over some misplayed notes in the middle of a track, but would like to preserve the music in the measures leading up to, and following, the trouble spot.

To use Punch-in recording:

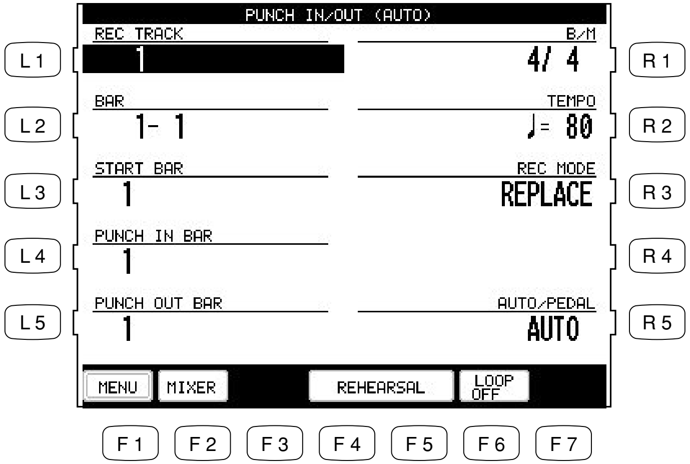
1) **Select Punch In/Out in the Advanced Recorder menu.**
2) **Use the L and R buttons to select the options and change their values using the Dial. Select AUTO with the R5 button to have the CP automatically handle the punching in/out while you play.**
3) **Press the REHEARSAL button (F4, F5) to listen to the song for rehearsal. If you need to adjust mixing or if you would like to loop the song, use the MIXER (F2) or LOOP ON/OFF (F6) button.**
4) **When you are ready to record, press the REC button and then the PLAY button. The music will start immediately from the Start Bar that you have chosen. Once the song reaches the Punch In Bar, any notes that you play on the keyboard will be recorded.**
   Recording will stop when the song reaches the Punch-Out Bar, but the CP will keep playing back the song to the end unless you press the STOP button.
   You can repeat the punch-in/out section by turning the looping on with the F6 button.
5) **Listen to what you have recorded and re-record if necessary.**

L1 Selects the track to Punch in on.

L3 Selects the measure in the song from where you want the CP to start playing.

L4 Selects the measure where the CP will punch-in and start recording.

L5 Selects the measure where the CP will punch-out and stop recording.



F1 Takes you to the Advanced Recorder menu.
F2 Takes you to the Mixer Settings menu.
F4, F5 Plays the song for rehearsal.
F6 Turns Loop on/off.

R1 Changes the time signature.

R2 Changes the tempo.

R3 Selects the recording mode. REPLACE erases the previous data and records the new data in its place. OVERDUB mixes the new data with the previous data so that both are heard together. Repeatedly pressing the R3 button switches between the REPLACE and OVERDUB.

R5 Selects the Punch-in method, Auto or Pedal. Repeatedly pressing the R5 button switches between the Auto and Pedal.

- If you set the CP to Punch-In at the very first measure of the song, the metronome will automatically play a two-measure intro to assist you with the timing. These “ticks” will not be recorded as part of the track.

Punch-In recording using the pedal

Instead of specifically setting an automatic Punch-In and Punch-Out Bar, you can use the center pedal to manually Punch In and Out.

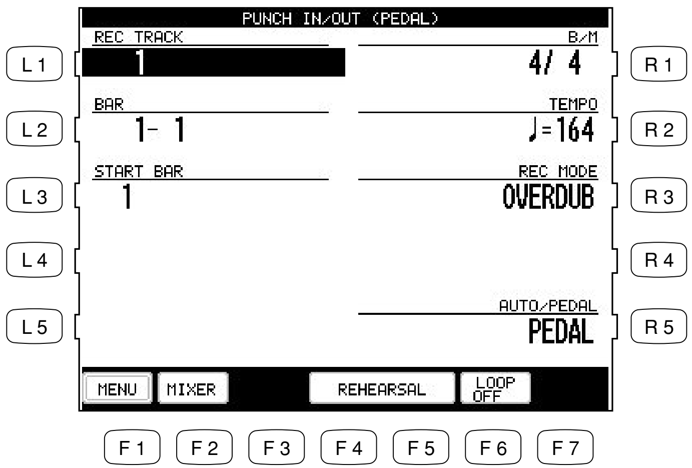
- You can punch in and out with pedal one time for each pass over the track that you make.

To use the pedal to Punch-In/Out:

1) **Use the R5 button to select Pedal in the Punch In/Out menu.**
2) **Use the L and R buttons to set up other recording options.**
3) **Press the REC button to start. The song will start playing.**
4) **When the song reaches the bar where you wish to punch in, press the center pedal and play the keyboard.**
5) **When you reach the bar where you wish to punch out, press the pedal again to stop recording. Notice that the song keeps playing to the end (it’s just no longer recording) or until you press STOP.**

L1 *Selects the track to Punch in.*

L3 *Selects the measure in the song from where you want the CP to start playing.*



R1 *Changes the time signature.*

R2 *Changes the tempo.*

R3 *Selects the recording mode. REPLACE erases the previous data and records the new data in its place. OVERDUB mixes the new data with the previous data so that both are heard together. Repeatedly pressing the R3 button switches between the REPLACE and OVERDUB.*

R5 *Selects Auto or Pedal as the Punch-In method. Repeatedly pressing the R5 button switches between the Auto and Pedal.*

F1 *Takes you to the Advanced Recorder menu.*
F2 *Takes you to the Mixer Settings menu.*
F4, F5 *Plays the song for reharsal.*
F6 *Turns Loop on/off.*

Song Edit

Song Edit lets you name, transpose, and change initial tempo settings for your song.

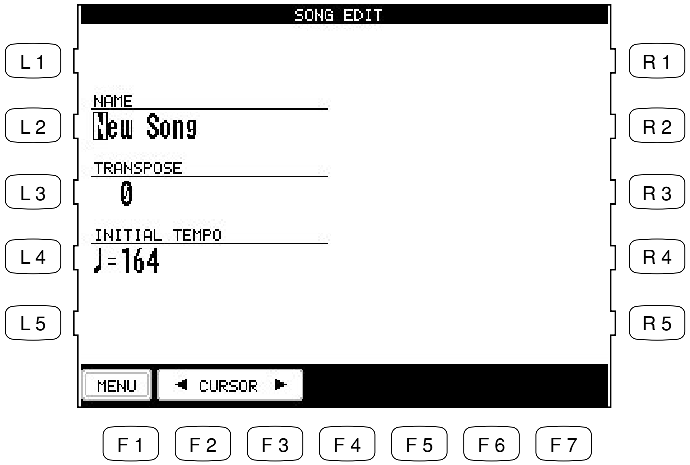
To edit the song:

1) **Select Song Edit from the Advanced Recorder menu. The Song Edit screen is displayed.**
2) **Use the L and R buttons to select the setting that you wish to change, then use the Dial to change the value.**
3) **To name to the song, use the F2 and F3 buttons to move the cursor over the characters in the name, then use the Dial to select characters.**
4) **Press the L3 button to set the transpose amount. You can transpose your song +/- 24 in half step increments.**
5) **Press L4 to change the initial tempo setting of the song.**
6) **When you are finished, press the MENU button (F1) to return to the Advanced Recorder menu.**

L2 Names the song.

L3 Adjusts transposition.

L4 Sets the initial tempo of the song.



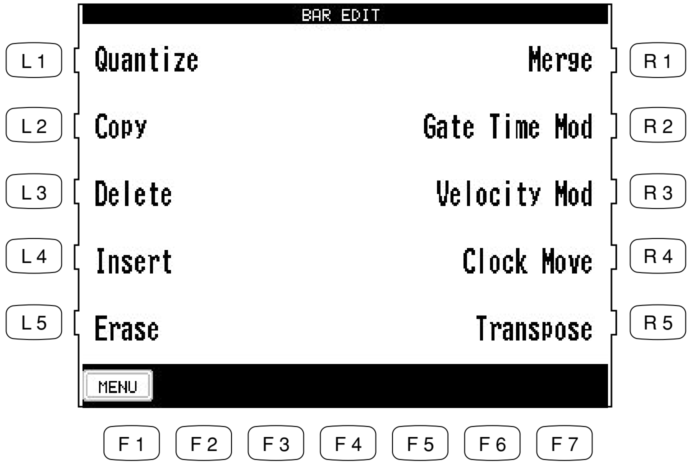
F1 Takes you to the Advanced Recorder menu.
F2, F3 Moves the cursor over the characters when naming the song.

Bar Editing

Bar Edit contains many useful editing functions. You can edit your song one bar or any number of bars at a time.

To use Bar Edit:

1) In the Advanced Recorder menu select Bar Edit (R2). The Bar Edit screen will be displayed.
2) Use the L and R buttons to select the desired editing function. The editing screen for that function will be displayed.



Use the L and R buttons to select the desired edit function.

F1 Takes you to the Advanced Recorder menu.

Quantize

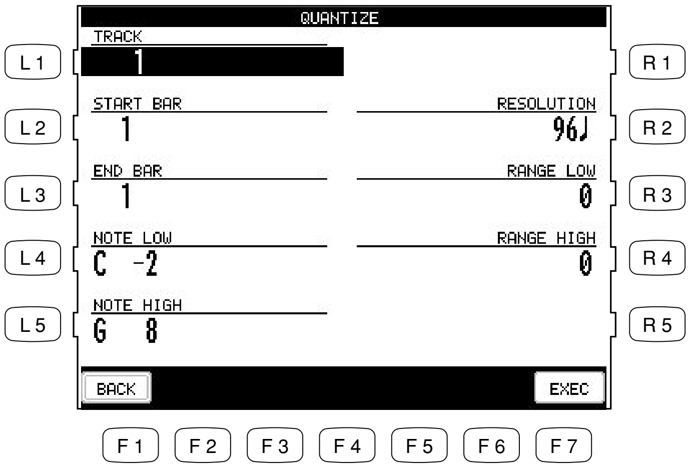
Quantize automatically shifts the timing of a note. This can be used to correct imperfect timing in a performance by shifting notes that were played either too early or too late so they will fall exactly on the correct beat. For example, you can accurately align any out of time notes to the nearest 8th- or 16th-note beat depending on the type of song you are quantizing. Sometimes quantizing all of your notes to exactly the same beat can make your playing sound too stiff. The Advanced Recorder quantize function allows you to set a quantize "Range" so only the notes that were very early or late are quantized. Notes that were almost perfect are not quantized thus keeping more of the original feeling in your music.

L1 *Selects the track that you wish to quantize.*

L2, L3 *Selects the bar range that you want to quantize. Use the Dial to set the bar numbers.*

L4 *Selects the lowest note that you want to quantize. Use the Dial to change the note value.*

L5 *Selects the highest note that you want to quantize. Use the Dial to change the note value.*



R2 *Selects the note Resolution for quantization. Use the Dial to change the value.*

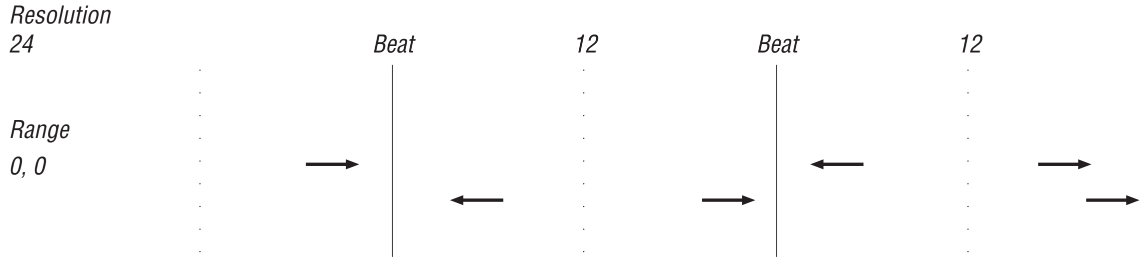
R3, R4 *Sets the Low and High Range for quantization. Use the Dial to change the value.*

F1 *Returns you to the Advanced Recorder menu.*
F2 *Undoes the quantization which was just applied. This option is not always available.*
F7 *Applies the quantization to your recording.*

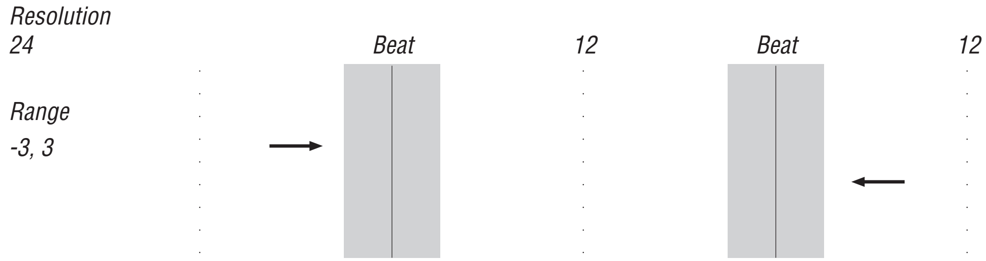
- Resolution determines the timing value the quantize function will use to shift the notes you want to quantize. For example, setting a quarter note resolution will shift all of the quantized notes to the nearest quarter beat. Setting an eighth note resolution will shift all of the quantized notes to the nearest eighth beat and so on. In the Advanced Recorder, quantize values are expressed in note values and as a number that indicates how many clock beats each note value contains. The Advanced Recorder divides each beat in a bar into 96 smaller clock beats. A Quarter note is 96 clock beats, an eighth note is 48 clock beats, and a sixteenth note is 24 clock beats and so on. The quantize resolution range is from quarter notes (96 clocks), to 64th note triplets (4 clocks).

- Range sets up timing “borders” around the Resolution value you specify. Notes within these borders will not be quantized and notes outside the borders will be moved to the nearest beat specified by the resolution value (Quarter note, Eighth note, etc.). The negative value represents the placement of the “border” before the beat, and the positive value represents the placement the “border” after the beat. Together, these two “borders” form a timing “range” around the specified beat.

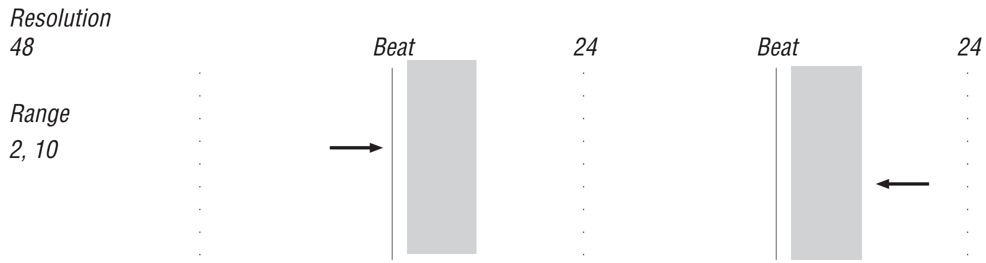
Selecting zero Range results in no “range”, and all notes are shifted to the precise beat.



The notes that fall beyond the Range are moved to the closest “border” of the Range.



The notes that fall inside the Range are not shifted at all.



By experimenting with Resolution and Range settings, you can correct the timing of the notes in your recording while still allowing for a natural, human feel.

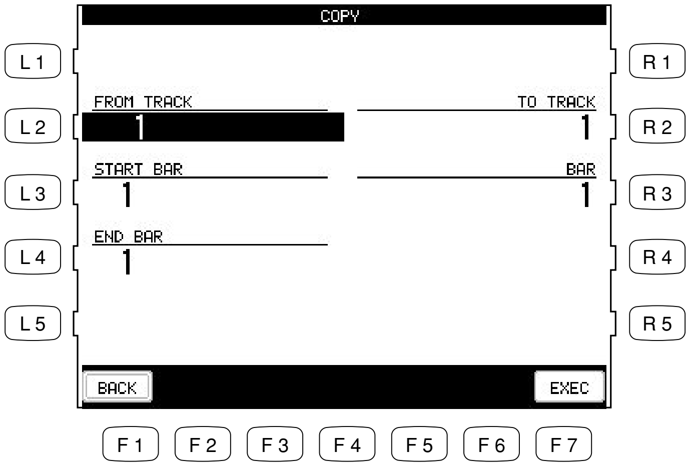
Copy

The Copy function allows you to copy a section or all of the data on a track to another location. The destination may be on the same track, or it can be on another track.

- The destination of the copied data must either be:
  1) A location that already has data in it.
  2) The first blank bar after the end of a track (Bar 1 if the destination track is empty).

  For example, if a track only has 10 bars in it, you cannot copy data onto bar 20. You can, however, copy data to bars 1 through 11.

- Copied data replaces any current data that may be at the destination.



L2 Selects the track to be copied. Use the Dial to select the track numbers 1-16, Tempo, or Chord.

L3 Selects the bar where the data that you are copying starts. Use the Dial to change the bar number.

L4 Selects the bar where the data that you are copying ends. Use the Dial to change the bar number.

R2 Selects the destination track. Use the Dial to select the track number 1-16, Tempo, or Chord.

R3 Selects the bar in the destination track where the copied data will be placed.

F1 Returns you to the Advanced Recorder menu.
F2 Undoes the copying. This option is not always available.
F7 Proceed with copying.

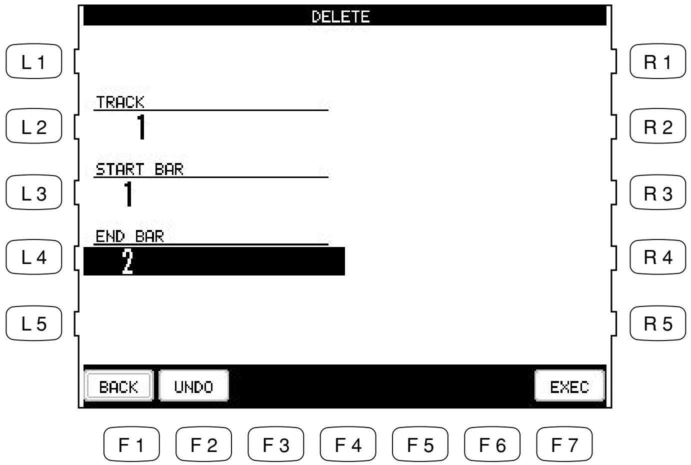
Delete

Delete completely erases and removes the bars that you specify.

L2 *Selects the track to be deleted. Use the Dial to choose 1-16, Tempo, Chord or All.*

L3 *Selects the first bar that has the data you want to delete. Use the Dial to change bars.*

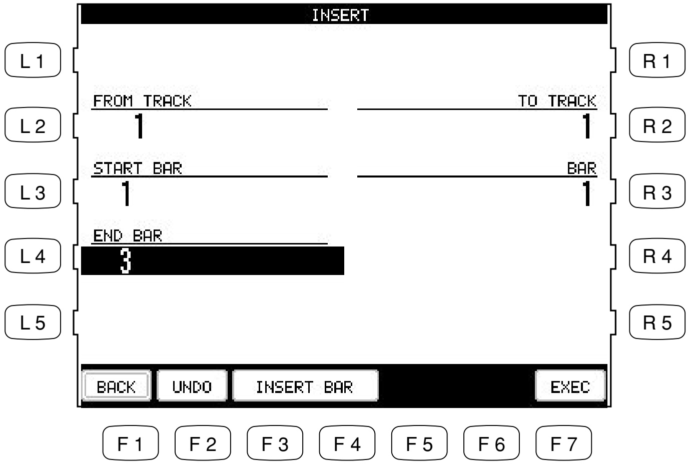
L4 *Selects the last bar that contains the data that you want to delete. Use the Dial to change bars.*



F1 *Returns you to the Advanced Recorder menu.*
F2 *Undoes the deletion. This option is not always available.*
F7 *Proceed with the deletion.*

Insert

The Insert function duplicates data from specified bars and copies it to a certain location. However, the current data at the destination is not erased, but instead is pushed back to make room for the copied data.



L2 Selects the track that contains the data you wish to duplicate. Choose from 1-16, Tempo, Chord or All.

L3 Selects the first bar that has the data you want to duplicate.

L4 Selects the last bar that has the data you want to duplicate.

R2 Selects the destination track where you want this data inserted. Choose from 1-16, Tempo, Chord or All.

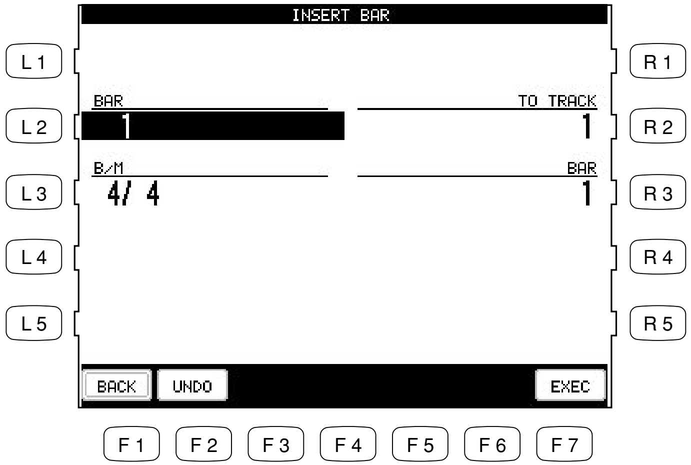
R3 Selects the bar in the destination track where you want this data inserted.

F1 Takes you to the Advanced Recorder menu.
F2 Undoes the Insert. This option is not always available.
F3, F4 Takes you to the Insert Bar menu.
F7 Proceeds with the Insert.

- If you just wish to insert empty bars into a track, select INSERT BAR (F3 or F4), and a sub-menu will be displayed. You can insert empty bars into a track between bars that have data, or at the first blank bar at the end of the track.

L2 *Selects the number of empty bars you wish to insert. Use the Dial to change the value.*

L3 *Selects the time signature for the bars that are going to be inserted. Use the Dial to change the value.*



R2 *Selects the track where the empty bars are going to be inserted. Choose 1-16, Tempo, Chord or All.*

R3 *Selects the location in the destination track where you want the empty bars inserted. Use the Dial to choose the location.*

F1 *Takes you to the previous menu.*
F2 *Undoes the Insert. This option is not always available.*
F7 *Proceeds with the Insert.*

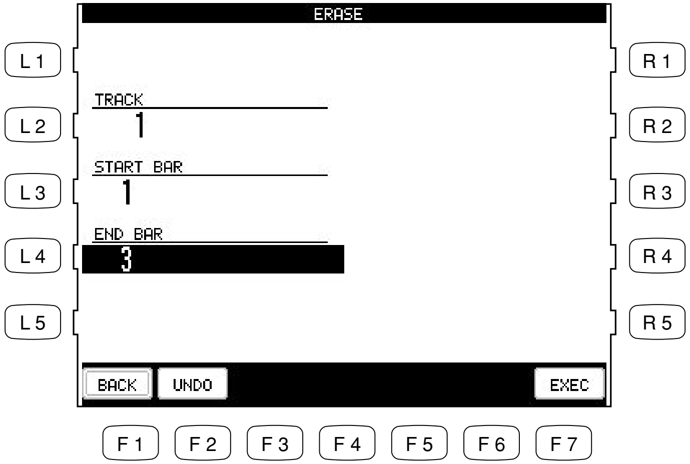
Erase

Erases data in the bars that you specify, and leaves them as empty bars.

L2 *Selects the track that has the bars you want to erase. Choose 1-16, Tempo or Chord.*

L3 *Selects the first bar to be erased. Use the Dial to change the bar.*

L4 *Selects the last bar to be erased. Use the Dial to change the bar.*



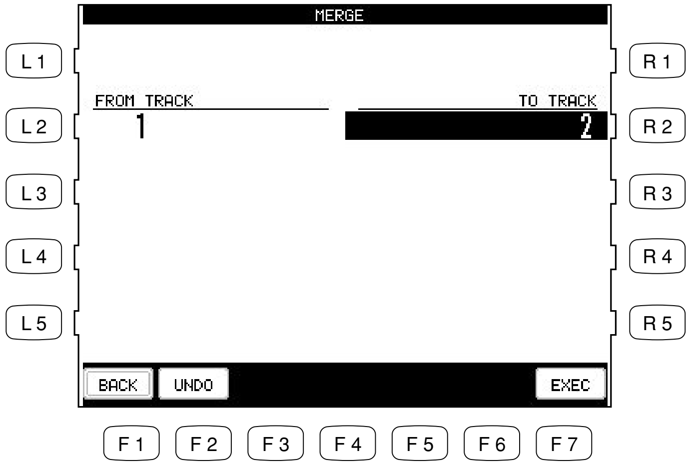
F1 *Takes you to the Advanced Recorder menu.*
F2 *Undoes the Erase. This option is not always available.*
F7 *Proceeds with the Erase.*

Merge

Merge combines data from two tracks. You can make complex musical phrases using several tracks, then combine them together on one track. Remember that there can only be one instrument sound assigned to each track, so the resulting merged track will play all the combined data using one instrument sound. Merge can be useful for making rhythm patterns by first recording different drum/ percussion parts using the same drum kit on several tracks for easy editing of each instrument, or recording the right and left hand parts of a piano piece and combining them later on one track to free up extra tracks for more recording.

- Merge does not automatically erase the track from where you copied the data.

L2 *Selects the track from where you want to copy data. Choose 1-16.*

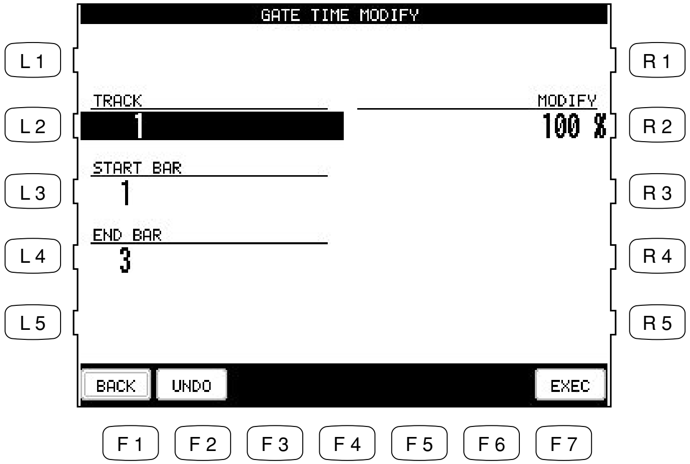


R2 *Select the track where you want this data merged to. Choose 1-16.*

F1 *Takes you to the Advanced Recorder menu.*
F2 *Undoes the Merge. This option is not always available.*
F7 *Proceed with the Merge.*

Gate Time Modify

Gate time refers to the length of a note as a percentage. Whatever the length of a note is when it is first recorded, this value is considered as its Gate time of 100%. By editing the length of the note, you can shorten it to 10% or lengthen it to 300% of the original value.



L2 Selects the track in which you want to modify Gate times. Use the Dial to choose the track.

L3 Selects the first bar of the data that you want to modify Gate times for. Use the Dial to change bars.

L4 Selects the last bar of the data that you want to modify Gate times for. Use the Dial to change bars.

R2 Adjusts the Gate time in 10% increments. Use the Dial to select a value from 10%-300%.

F1 Takes you to the Advanced Recorder menu.
F2 Undoes the Gate time adjustment. This option is not always available.
F7 Proceeds with applying the Gate time adjustment.

Velocity Modify

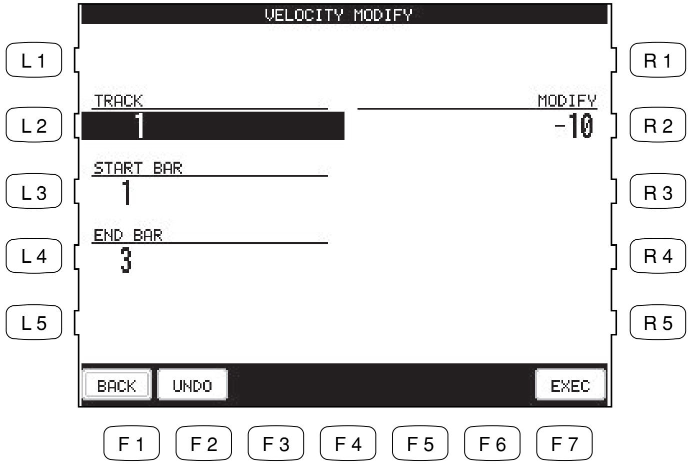
Velocity refers to how hard a key is struck, which translates into the dynamics of how loud the produced sound is.

A note's Velocity is a numerical value from 1-127. When editing the note Velocities in your recording, you can change them within a +/-100 range of their original values.

L2 Selects the track in which you want to adjust Velocity.

L3 Selects the bar where the data you want to adjust starts.

L4 Selects the bar where the data you want to adjust ends.



R2 Adjusts Velocity from -100 to +100 of their current values.

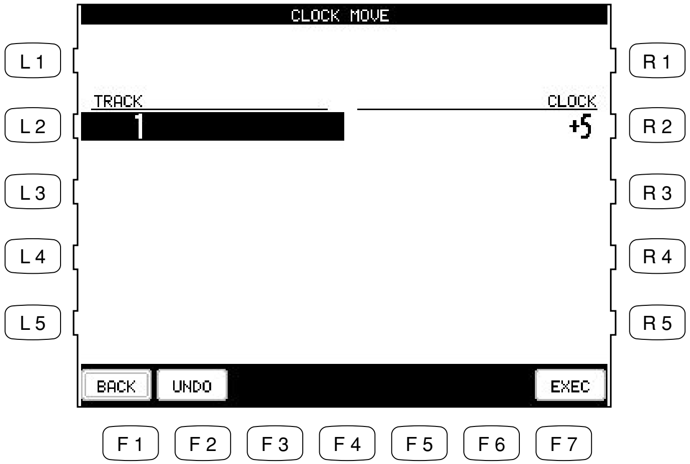
F1 Takes you to the Advanced Recorder menu.
F2 Undoes the Velocity adjustment. This option is not always available.
F7 Proceeds with adjusting the Velocity values.

Clock Move

In the Resolution section of this manual we learned that the CP Advanced recorder divides each beat in a bar into 96 clock beats, also expressed as a quarter note. Therefore there are 48 clocks per eighth note, and 24 clocks per sixteenth note and so on. This relationship holds true regardless of the song's tempo.

On the CP, you can shift the timing of all notes in a track by shifting the entire track ahead (negative values) or behind (positive values) the beat by a certain clock value. Clock move is useful for adjusting the overall timing of a track. For example, if a certain sound you recorded responds slowly and sounds behind the beat, you could shift the timing of the notes ahead of the beat to compensate for the sounds slow response and make its timing feel more natural.

L2 Selects the track that you wish to move. Choose from 1-16.

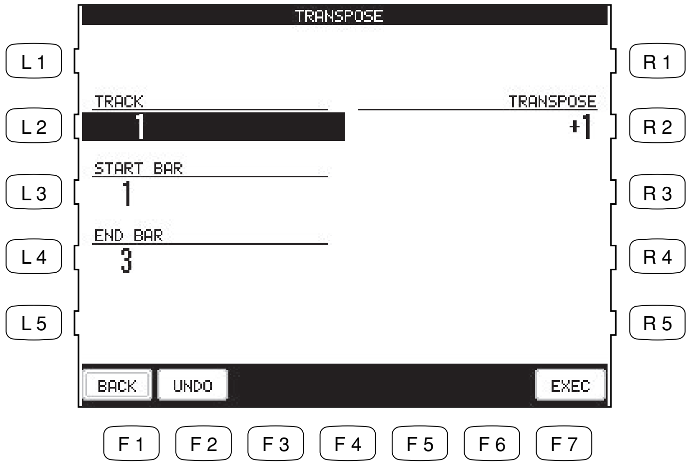


R2 Sets how many clocks you wish to move the track. Choose from –999 to +999.

F1 Takes you to the Advanced Recorder menu.
F2 Undoes the clock move. This option is not always available.
F7 Proceeds with applying the clock move.

Transpose

This will transpose the notes within a specified bar(s) up or down in half-step increments.



L2 *Selects the track that has the notes you want to transpose. Choose from 1-16.*

L3 *Selects the bar where the notes you want to transpose start.*

L4 *Selects the bar where the notes you want to transpose end.*

R2 *Adjusts transposition amount in half-step increments from -24 to 24.*

F1 *Takes you to the Advanced Recorder menu.*
F2 *Undoes the transposition. This option is not always available.*
F7 *Proceeds with applying the transposition.*

Event Edit

Event Edit enables you to examine and edit your performance note by note.

To use Event Edit:

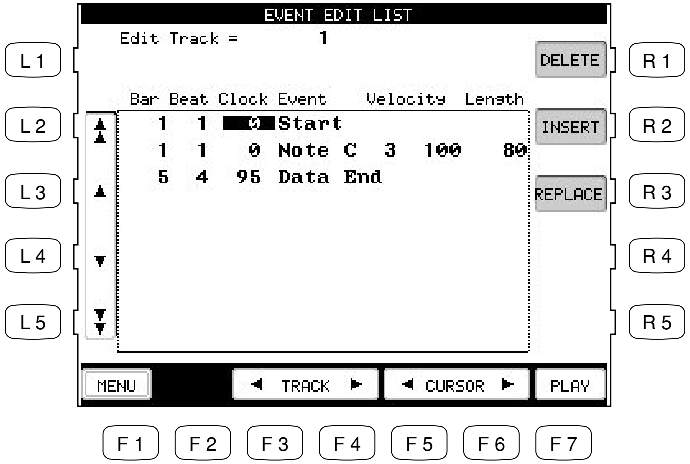
1) **Select Event Edit in the Advanced Recorder menu. The Event Edit screen will be displayed.**
2) **Choose the track that you want to edit using the TRACK buttons (F3, F4). Note that Style, Chord, and Tempo track can be edited as well.**
3) **Use the L buttons to scroll up or down the event list until you find the specific event that you want to edit. You can also use the Dial to scroll through the event list. You will hear the individual events being played as you scroll over them.**
4) **Use the CURSOR buttons (F5, F6) buttons to determine how you want to scroll through the event list. Selecting Bar scrolls through the event list bar by bar, selecting Beat scrolls through the event list beat by beat and so on. The selection will become highlighted.**

L2 Moves the cursor to the previous bar.

L3 Moves the cursor up the event list.

L4 Moves the cursor down the event list.

L5 Moves the cursor to the next bar.



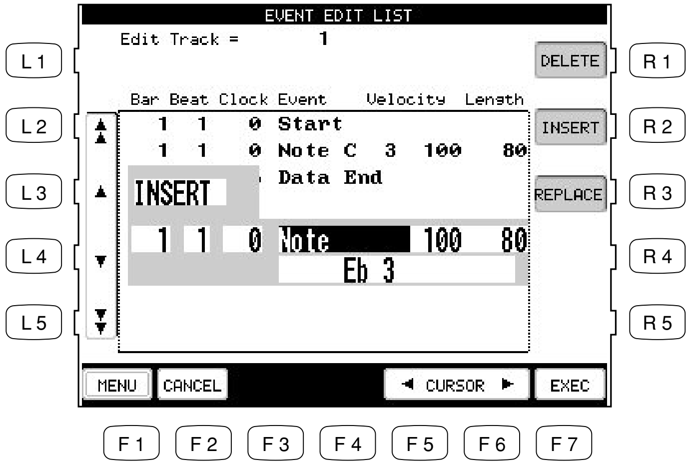
R1 Removes the selected event.

R2 Creates a new event.

R3 Modifies the existing event.

F1 Takes you to the Advanced Recorder menu.
F3, F4 Selects the track to work with.
F5, F6 Moves the cursor across the columns in the event list.
F7 Starts playing the Track.

5) **Select the function that you would like to apply to this event. You can select DELETE (R1) to remove the event, INSERT (R2) to create a new event at any specified location, or REPLACE (R3) to change the existing event. Enter new values in the pop up Entry Box when you select INSERT or REPLACE. When Inserting or Replacing an event, use the CURSOR buttons to select the specific part of the event you want to edit. Use the Dial to change the value.**
6) **Press the EXEC (F7) button to proceed, or press CANCEL (F2). The CP will prompt you for confirmation.**
7) **Use the MENU button (F1) to return to the Advanced Recorder menu when you are done editing.**



FI Takes you to the Advanced Recorder Menu.
F2 Cancel the edit.
F5, F6 Moves the cursor across the columns in the event list.

Creating Your Own Styles

The Concert Performer contains 182 built-in Styles covering a wide variety of musical genres. There are two powerful features that allow you to edit any of these Styles to better suit your musical tastes, or even create your own Style entirely from scratch! These are the Conductor and the Style Maker.

The Conductor allows you to edit the Style data and personalize it to your taste.

The Style Maker allows you to create Styles of your own.
There are three ways of using this feature: Make a New Style, Edit an Existing Style, and Phrase Combination.

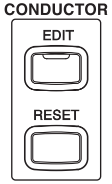
Conductor

The Conductor is used to edit Preset data.

Easy Style Edit

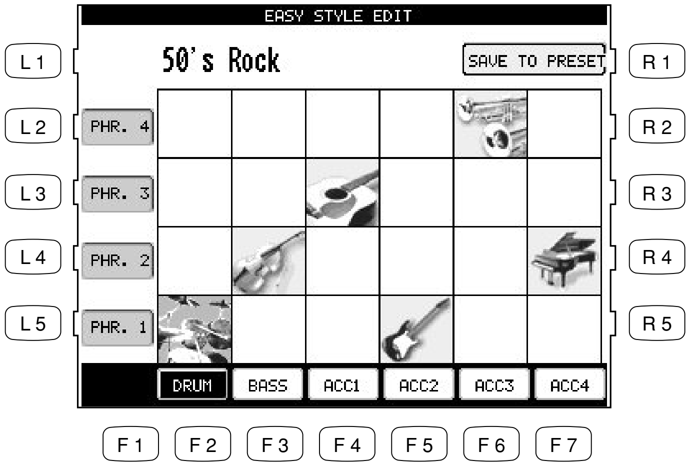
This is an easy way to edit the Style data. The CP built-in styles are comprised three different types, Full, Intimate, and Solo Piano Styles. A Full Style consists of six instrument tracks called Sections. These are the Drums, Bass, and four Accompaniment tracks. The Intimate Styles have four Sections, Drum, Bass, And Two Accompaniment tracks. The Solo piano Styles have two Accompaniment Tracks (Right and Left hand) and no Drum or Bass tracks.
When you play a Style, each of these sections plays a musical Phrase composed for that type of instrument. Each section can play one of four different musical phrases, one for each of the four variations within a Style. Easy Edit lets you assign which of these four Phrases will be played by each section for each of the four variations within the style. This means you can mix and match the different phrases for each section to create your own unique arrangements. Once you are satisfied with your edits, you can save your Easy Style edits to the PRESET STYLE.

To use Easy Edit:



1) **Select the Style and the Variation (1–4) that you would like to edit.**
2) **Press the EDIT button. The LCD screen will display the Easy Style Edit screen.**
3) **Use the F2–F7 buttons to select a Section to edit.**
4) **Use the L buttons to select the desired Phrase (1-4) for each Section. You can edit while the Style is running to hear your changes.**
5) **To mute a Section, press the corresponding F button. Pressing the F button again will un-mute the section.**
6) **If you would like to save your edits, press the SAVE TO PRESET (R1) button. The saved contents will be written to the PRESET STYLE. If you don't save your edits, they will be lost when you turn the power OFF.**
7) **Press the EXIT button to leave the Easy Style Edit screen.**

L2–L5 Selects a Phrase for the Section.



R1 Saves the changes to the Preset Style.

F2–F7 Selects which Section is being changed. Pressing again will mute the Section.

- Pressing the SAVE button will save all Styles at one time. You cannot save individually.

- For Intimate Styles the ACC 3/4 Sections are not used and cannot be edited.

- For Solo Piano Styles the Drum, Bass, and ACC 3/4 Sections are not used and cannot be edited.

Resetting the Style

The CP always remembers the original Preset Style settings. If you wish to restore those factory settings before saving your edits, simply press the RESET button in the Conductor.

- If you would like to revert all Styles back to their original factory settings, after you have pressed the SAVE button, use reset Conductor on the Soft Reset screen. See the section titled “Soft Reset” on page 124.

Note:

Easy Edit doesn’t allow you to edit the Intro, Ending and Fill-ins. However, muting a Section in the Style will result in automatic muting of the same Section in the Intro, Ending and Fill-ins. If you mute a certain Section, you need to consider what effect it will have on the overall Style.

Making a Style with Get Phrase from Recorder

This is the most flexible way to create a new Style.
You can take music that you have recorded using the CP's own Recorder and convert it into Style data. Or, you can use an external MIDI device or a personal computer to create the musical phrases, then load the data into the CP's Recorder and convert those.

Configuration of a Style

A complete Style consists of the following patterns:

Basic pattern	4 patterns (Variation 1–4)	Max 16 measures
Fill-in	4 patterns (Fill-In 1–4)	1 or 2 measures
Intro Major	2 pattern	Max 16 measures
Intro Minor	2 pattern	Max 16 measures
Ending Major	2 pattern	Max 16 measures
Ending Minor	2 pattern	Max 16 measures

- Each of these are made of six Sections—Drum, Bass, ACC1, ACC2, ACC3 and ACC4. However you don't necessarily have to have all of them to create a Style. For example, you may not need to use some Variations or Sections to accomplish your musical idea. These unused sections may be left blank, or filled with Section data copied from the initial source Style that you were asked to choose at the beginning of the Style Maker process.

- The different Sections can be of varying bar lengths as long as they stay within the limit. Having them all the same length may make the Style easier to use in a song, but you may find that having uneven bar lengths among the Sections can create interesting musical results.

- Before you can generate a Style from these phrases, you have to have them loaded into the Recorder, keeping in mind which tracks in the Recorder are going hold data for which Sections in the new Style.

- The source recording in the CP's Recorder can be in any key. However, you need to know what key that is, because you will have to specify that as part of generating a new Style. For simplicity's sake it is advisable to record in C if you are planing on using the recording with the Style Maker.

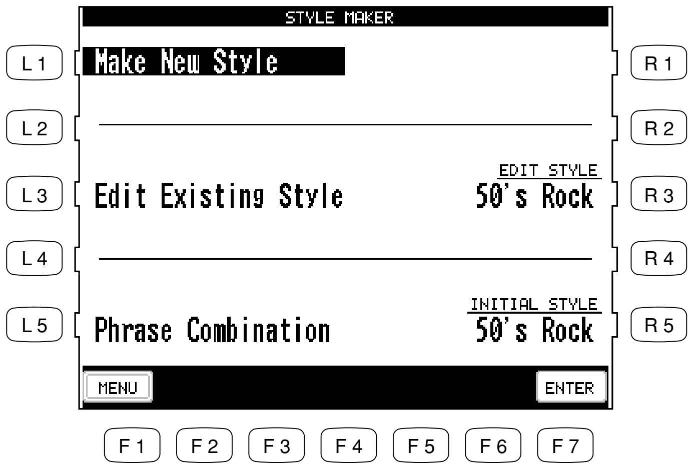
To create a Style:

1) **Press the ADVANCED RECORDER button. The LCD screen will display the Advanced Recorder menu.**
2) **In the Advanced Recorder menu, press the Style Maker button (R4). The LCD screen will display the first Style Maker screen.**
3) **To make a completely new Style, press the Make New Style button (L1). To edit an existing style, press the Edit Existing Style button (L3) and use the Dial to select the style you want to edit.**
4) **Press the ENTER button (F7). The Style Maker Get Phrase screen will be displayed.**

L1 Selects Make New Style.

L3 Selects Edit Existing Style.

L5 Selects Phrase Combination.



R3 Selects the Style you want to edit.

R5 Selects the Initial Style.

F1 Go to the Advanced Recorder menu.
F7 Enters the selected Style Maker menu.

5) **Use the F2–F7 buttons to select which track from the Recorder has the data that you want used for each Section of the Style. You can switch off a Section by pressing its F button twice, and the Section will not be created in your Style.**
6) **Use the L and R buttons to set up the options and select the proper data from the Recorder. You may have different options for each track.**
7) **Press the MORE button (F1) for advanced settings.**
8) **Press the R4 button to generate the Style. You can listen to it by pressing the START/STOP button.**

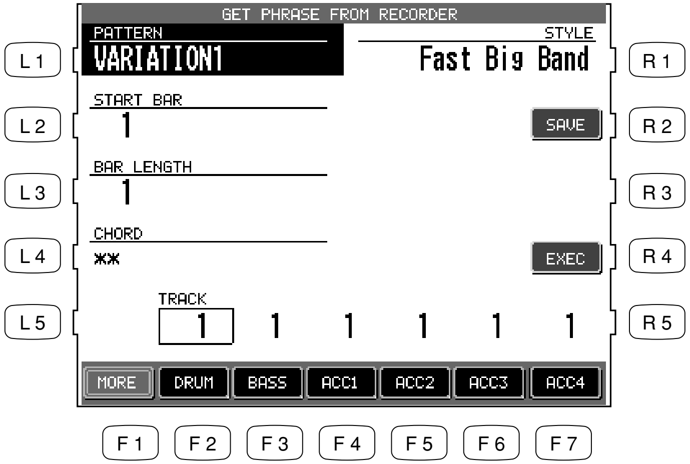
L1 Selects which pattern you are currently creating.

L2 Selects the first bar of the phrase in the recording that you want to convert.

L3 Selects the bar length of the phrase in the recording that you want to convert.

L4 Enter the key that the phrase was in.

L5 Selects the track where the phrase was recorded.

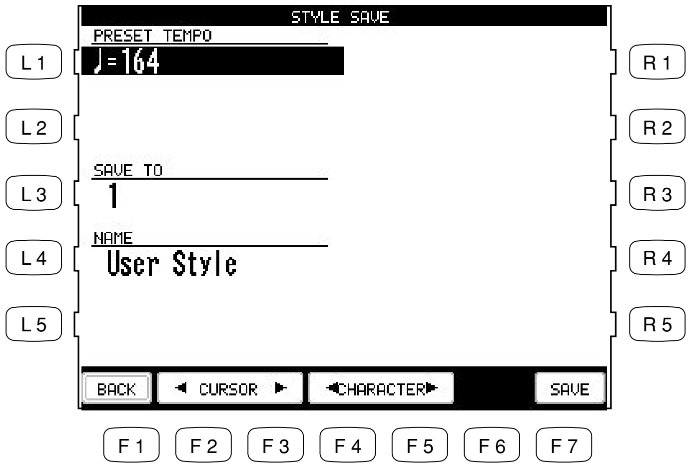


R2 Saves the new Style.

R4 Generates the new Style from your settings.

F1 Takes you to the next menu for more options.
F2-F7 Selects which Section(s) you are working with. Pressing twice deactivates the Section so that it will not be incorporated into the new Style.

9) If you would like to save it, press SAVE (R2).
10) Press the PRESET TEMPO button (L1) and use the dial to set the default tempo for the style.
11) Press the SAVE TO button (L3) and use the Dial to select the location to save your new Style.
12) Press the NAME button (L4). Use the F2 and F3 buttons to move the cursor and use the F4 and F5 buttons or the Dial to select the characters to name the style.
13) Press the SAVE button (F7).



F1 Takes you to the previous menu.
F2, F3 Moves the cursor.
F4, F5 Selects the characters.
F7 Saves the style to User Style.

Auto-accompaniment System

The Concert Performer Auto-Accompaniment System (ACC) analyzes your playing and adjusts the note data recorded in the different Phrases in a pattern to match the root key and chord type you are playing. The ACC System also shifts the octave for each phrase to keep each section playing within its musically useful range. To get the most out of this System, any new Style you create can benefit from some fine tuning of these settings.

When you press the MORE button (F1) on the Style Maker Get Phrase screen, the Style Maker Detail Settings screen will be displayed.

Accompaniment Type (ACC Type)

This setting determines how Phrases being played by a particular section in a pattern will be analyzed by the Auto-accompaniment (ACC) System. There are Two Accompaniment Types: Chordal and Scalic (melodic). Chordal Phrases usually consist of block chords or arppegiated chords. You should set this kind Phrase to Chordal. Scalic Phrases usually play melodic phrases that serve to add interest to the style as well as provide counter melodies and riffs. Melodic Phrases or Phrases that contain chromatic passages should be set to Scalic. Scalic Phrases can also contain chords but they will be analyzed differently than chords in a Chordal Phrase. The Bass section is automatically set to Scalic since it will rarely if ever play chords.

The terms **Open** and **Close** apply to Chordal Phrases, and refer to how the CP will regulate the voicing of a Chordal Phrase. Setting a Section to Open will allow for open-voiced chords, which might be good for guitar and string sounds. Setting a Section to Close maintains closed voiced chords, which are better suited to piano parts and other chording or comping instruments.

Range

This determines the chord inversions that a Chordal Phrase will play.
The term "range" here has nothing to do with the span of actual chord notes. It selects which note in the chord will serve as the basis of the chord inversion.
HI is the initial setting and is recommended as a starting point. MID plays an inversion based on the next lower note in relation to HI, while LO plays an inversion based two-notes lower.

Crossover

This determines the point where a Scalic Phrase will be transposed to keep the notes in a musically useful range. When notes in a Scalic Phrase fall below the Crossover point you select they will be transposed up one octave by the Accompaniment System. For example if you set the Crossover

point to E, the Phrase would begin to be transposed up one octave whenever you play a chord with an E as the root.

Experiment with the different Chordal and Scalic settings to find the one that works best with each Phrase.

Bass Limit

This is an option for the Bass section and sets the limit for the lowest note the Bass will play. If a note in a Bass Phrase falls below the limit, it will automatically be transposed up an octave.

To adjust the auto-accompaniment system:

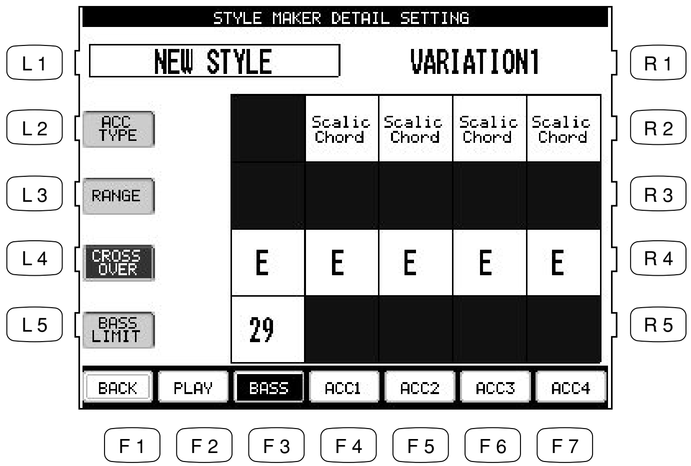
1) **Use the L2-L4 buttons to select the setting you wish to change.**
2) **Use the F3-F7 buttons to select the Section.**
3) **Use the Dial to select or change a value.**
4) **When done, press the BACK button (F1) to go back the previous menu. Then save the Style if necessary.**

L2 Changes ACC Type.

L3 Changes RANGE.

L4 Changes CROSS OVER.

L5 Changes BASS LIMIT.



F1 Takes you to the previous menu.
F2 Plays the style.
F3-F7 Selects the Section.

Making a Style with Phrase Combination

Phrase Combination is similar to Easy Style Edit in the Conductor. Phrase Combination however, lets you not only combine Phrases from within the selected Style but you can also combine Phrases from any of the Styles in the CP to create a new Style. Additionally you can edit Fill-ins and basic patterns (Variations).

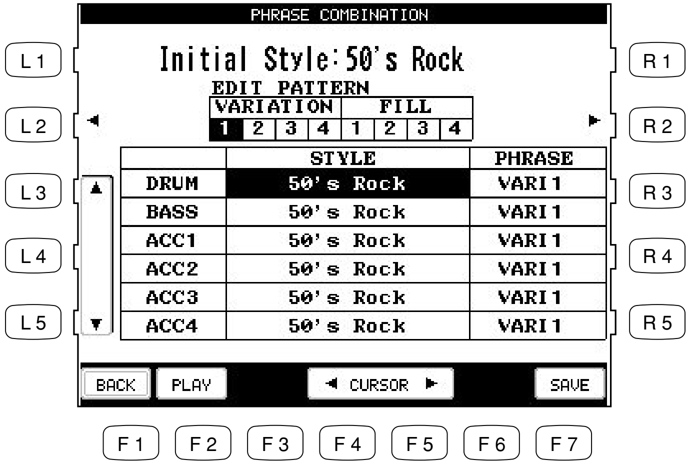
- You cannot change the Intro and Ending Phrases. These will remain the same as in your selected Style.

To use Phrase Combination:

1) **In the Advanced Recorder menu, press the Style Maker button (R4). The LCD screen will display the first Style Maker screen.**
2) **Press the Phrase Combination button (L5) and use the dial to select the initial style.**
3) **Press the ENTER button (F7) to proceed to the next screen.**
4) **Use the L2 and R2 buttons to select which of the four Fill-ins and Variations you would like to change.**
5) **Use the L3 and L5 buttons to select the Section to change.**
6) **Use the F4 and F5 buttons to move the cursor between the Style and Phrase column.**
7) **Use the Dial to change the current Style or Phrase. You can jump to the desired Style category by pressing the Style select buttons directly.**
8) **Press the PLAY button (F2) to listen to the new Style.**
9) **Press the SAVE button (F7) to save the new Style.**

L2 Selects the pattern to change. Choose Variation 1–4 or Fill-in 1–4.

L3, L5 Selects the Section to be modified.



R2 Selects the pattern to change. Choose Variation 1–4 or Fill-in 1–4.

F1 Takes you to the previous menu.
F2 Plays the new style.
F4, F5 Moves the cursor between the Style and Phrase columns.
F7 Saves the modified data as a new Style.

10) Press the PRESET TEMPO button (L1) and use the dial to set the default tempo for the style.

11) Press the SAVE TO button (L3) and use the Dial to select the location to be saved.

12) Press the NAME button (L4). Use the F2 and F3 buttons to move the cursor and use the F4 and F5 buttons or the Dial to select the characters to name the style.

13) Press the SAVE button (F7).

L1 Sets the default tempo for the style.

L3 Selects the location to be saved.

L4 Names the style.



F1 Takes you to the Style Maker Record screen.
F2, F3 Moves the cursor.
F4, F5 Selects the characters.
F7 Saves the style to User Style.

Editing Sounds

Even though the Concert Performer has over 600 high quality instrument and drum sounds built-in, there may be times when you would like to change some of the qualities of a sound to really get the tonal character that you have in mind. The CP allows you edit certain settings for individual sounds.

Editing the Preset Effect Settings

Each of the CP instrument Sounds has preset Chorus and Effect settings that are applied automatically whenever that sound is selected.
You can change these settings to suit your tastes and save them so they become the preset settings for that Sound.

To adjust the settings:

1) **Select the sound you want to edit and press the SOUND EDIT button (F7). The Preset Sound Settings screen will be displayed.**
2) **Press the L1 button and then turn the Dial to select which preset sound you wish to modify.**
3) **Use the L and R buttons to select the different effect settings and use the Dial to change their value.**
4) **When you are finished, press the SAVE button (F7) to save your settings.**

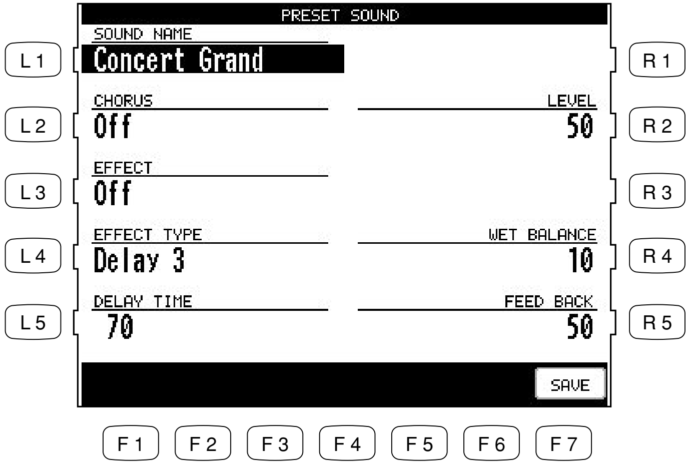
L1 *Selects the preset sound to edit.*

L2 *Turns the Chorus on/off.*

L3 *Turns the Effect on/off.*

L4 *Selects an effect type.*

L5 *Adjusts the effect setting.*



R2 *Adjusts the chorus level.*

R4, R5 *Adjusts the effect setting.*

F1 *Takes you to the previous menu.*
F7 *Saves the settings.*

- Pressing the SAVE (F7) button will save all changes made in the Preset Effect Settings menu. If you exit the Preset Effect Settings menu without saving your changes, the settings will remain unchanged.

Playing Songs from a Floppy Disk

The Concert Performer's floppy disk drive provides a convenient way to playback songs recorded in the CP's Internal Format or Standard MIDI File (SMF) format. Songs in the CP's internal format typically are ones that you have recorded on your own instrument. There are many sources of SMF songs, including disks for sale from professional musicians and publishers, songs shared among musicians and hobbyists, and Internet sites that feature SMF songs available for download.

If you wish to play a song without any intentions to make permanent changes or additional recordings, you can use the CP's Disk Song Play function to load the song very quickly for playback. Using the disk drive in this way makes the Concert Performer an enjoyable source of entertainment for parties and other social events, as well as a great tool for the professional musician or music educator.

About songs on Floppy Disk

If you will use a blank disk to store and play your own compositions made on the Concert Performer, there isn't much to worry about. The CP can format the disk (if it isn't already formatted), and the CP's internal song format remembers everything about your song, including which sounds to use with the recorded tracks. However, if you wish to purchase a disk of songs from your music store or publisher, play a disk given to you by someone else, or play songs downloaded from the Internet, you will need to remember a few simple points:

- The CP reads only DOS formatted disks, either double-sided double-density (720KB) or high density (1.4MB). These are the most commonly used disk formats in both computers and musical instruments.

- The CP recognizes song files written in the Standard MIDI File format as long as they have DOS file names ending with ".MID". There are two types of Standard MIDI File formats, Format 0 and 1. The CP can read the song data of both formats, however it will only display the lyrics of a song written as format 0.

- Songs that have been composed with the General MIDI (GM) standard will sound fine without any additional work, because data in the files will inform the CP as to what sounds to use when playing the song. If the song was not composed to the GM standard, you may find it necessary to edit the song to assign the correct sounds to the various tracks. Fortunately, almost all commercially available MIDI files adhere to the General MIDI standard.

- The CP can also recognize most songs formatted for the PianoDisc player piano system and songs formatted for Yamaha's Disk Orchestra Collection. (Please check with your Kawai dealer or distributor for further information).

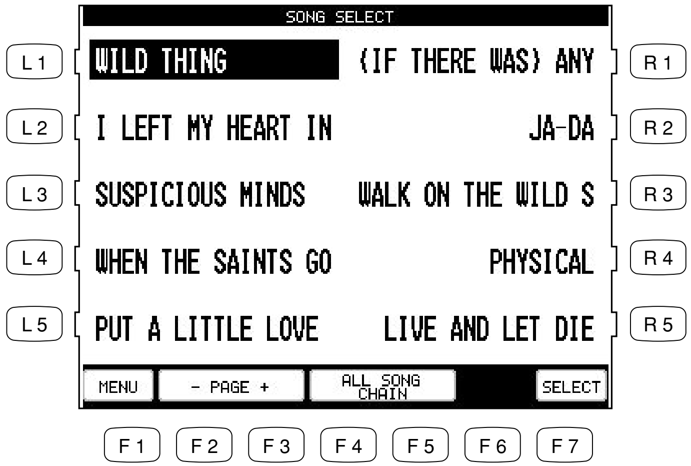
Selecting a Song from Disk

A single floppy disk can store dozens of song files at one time, depending on the length of the songs.

To select a song:



1) **Put the disk in the Floppy Disk Drive and press the DISK button. In the Disk menu, select Song Play (R3). After the CP searches the disk it will display the first ten available songs. If there are more than ten songs on the disk, use the SEARCH buttons (F2, F3) to list the additional songs.**
2) **Use the L and R buttons to select the song you want to hear. You can also select a song by using the Dial.**
3) **Once your desired song is highlighted, press PLAY/STOP to have the CP load the song and automatically start playing. You may also press SELECT (F7) to have the CP load the data and wait for you to start it manually.**
4) **Press the SONG CHAIN (F4, F5) buttons to have the CP automatically play all songs, one after another.**
5) **When your selected song is ready to play, the Disk Song Play screen is displayed. Use the Recorder control buttons on the left side of the panel to control the playback of the song.**



The L and R buttons select the song you want to hear.

F1 Takes you to the Disk menu.
F2, F3 Lists the next or previous ten titles.
F4, F5 Starts the Chain Play.
F7 Selects the song and takes you to the Disk Song Play screen.

Controlling Playback of a Song

As the song plays, you can adjust the tempo, play or sing along with on the keyboard, and even turn on/off the different instrument parts (tracks) in the song.
The status of the song parts is displayed at the bottom of the LCD screen. You will see the parts referred to as the CP's three Parts + Style if the song was created on the CP, or as Channels (ch 1-16) if the song is a MIDI file. Displayed above each part is its current status:

PLAY	The part will be heard when you play the song.
MUTE	The part has data, but it won't be heard when you play the song.
– – – –	The part has no data to play.

- Transpose and Octave Shift are available when a song is playing. Octave Shift affects only the notes you play "live" on the keyboard, not the music playing from the song file. Transpose can be applied separately to the keyboard sound and the song sounds. This lets you play the keyboard in your preferred key along with a song recorded in a different (or more difficult) key.
  Use the front panel's dedicated TRANSPOSE buttons to affect the keyboard sound. Use the Song Transpose option (R4 and R5) in the Disk Song Play menu to affect the song data.

- The Song Transpose option is available only for the song data in Standard MIDI file.

To make adjustments to the song:

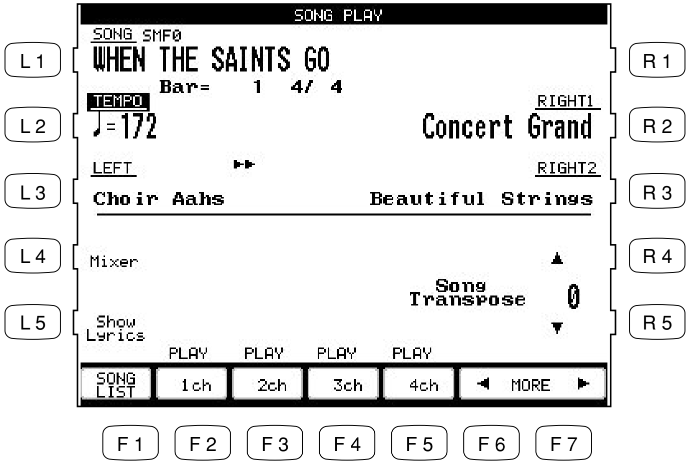
1) **In the Disk Song Play screen, use the R1, R2, R3, and L3 buttons to highlight and assign sounds to the CP's four keyboard Parts. These will be the sounds that you can play live from the keyboard as the song is playing. Once a Part is highlighted, press any of the Sound category buttons to select a new sound.**
2) **Use the F buttons to play and mute any of the song's instrument parts.**
3) **Press the L4 button to use the Mixer to make adjustments to the song's instrument parts. (See page 49 for the Mixer function.)**
4) **Use the R4 and R5 buttons to transpose the song data.**
5) **Use the panel TRANSPOSE and OCTAVE SHIFT buttons to adjust the CP's keyboard Parts.**
6) **Press the PLAY/STOP button to start the song.**
7) **To adjust the tempo, press the L2 button and use the Dial to change values.**
8) **Press the PLAY/STOP button again to stop the song.**

L2 Adjusts the song's tempo.

L3 Highlights the LEFT Part.

L4 Takes you to the Mixer screen.

L5 Displays the song's lyrics (if available in the data).



R2 Highlights the RIGHT1 Part.

R3 Highlights the RIGHT2 Part.

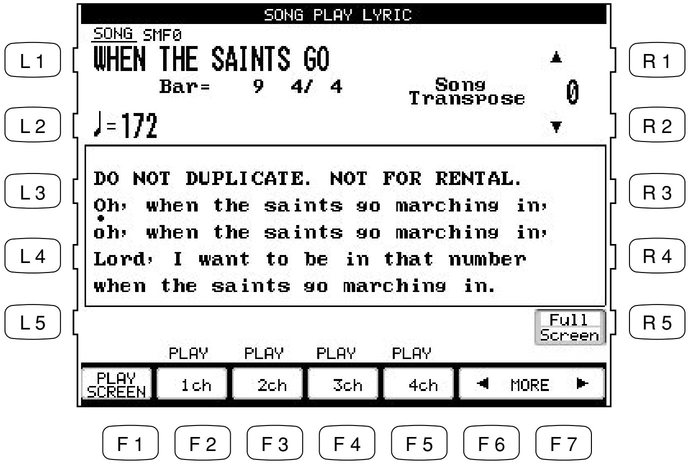
R4, R5 Transposes the song (but not the keyboard).

F1 Takes you to the Disk Song Select menu.
F2-F5 Turns the song part on/off.
F6, F7 Displays the status of the next set of 4 song parts. (Ch 5–8, Ch9–12, Ch 13–16).

If the song you are playing has lyrics included in the data, the Show Lyrics (L5) button will appear on the Song Play screen. If you press the Show Lyrics button, the song's lyrics will then appear inside a box. You can follow a ball moving over the lyrics as the song plays. Press the Full Screen (R5) button to expand the lyrics display to the full screen. Press the Normal Screen (F1) button to return to the normal lyrics screen.

In the normal lyrics screen, press the F1 button to return to the Song Play screen.

L2 Adjusts tempo.



R1, R2 Transposes the song.

R5 Displays the lyrics on the full screen.

F1 Returns to the Song Play screen.
F2-F5 Turns the song parts on/off.
F6, F7 Displays the status of the next set of 4 song parts (Ch 5–8, Ch9–12, Ch 13–16).

- You cannot record or permanently edit the song while using the Disk Song Play function. If you would like to record your live performance along with the song from the disk, or if you want to make detailed and permanent edits to the song, you will need to load the song's data into the Recorder using the Disk Load function. See the chapter "Recording a Song" (page 42) for details on how to record a song, and "Floppy Disk Operations" (page 130) for an explanation of how to load a song into the Recorder.

Playing with Concert Magic

Thanks to Kawai's innovative CONCERT MAGIC (CM) feature, absolutely anyone can sit at the Concert Performer and experience the joy of being a real performing musician… even if they have never touched a musical instrument in their life!

Concert Magic allows you to play a song by simply tapping any key on the keyboard. Regardless of what keys you play, the notes that are heard will be the correct ones for the song. However, what makes this really exciting is that you control the timing of the notes, as well as their dynamics. This lets you add a level of expressiveness and individuality to the song that makes it real musical performance.

As you play a CM song, a handy Note Navigator display helps you keep track of where you are in the music, as well as suggesting how the rhythm of the song should be tapped out on the keys.

Many of the CM songs have lyrics that can be displayed as the song is being performed. As the song is played, a Bouncing Ball makes its way over the lyrics, following the player's performance and encouraging everyone around the instrument to sing along.

The Concert Performer can also automatically play any of the Concert Magic songs. Listening to the song first can make it easier to play. There is also a Chain Play mode, giving you options to listen to groups of CM songs.

Selecting a Concert Magic Song

The 176 on-board Concert Magic songs are divided into eight groups by song category: Children's Songs, American Classics, Patriotic Songs, Christmas Songs, Hymns, Classics, Special Occasions, and International songs.

- In addition, you can create and play your own Concert Magic songs using the floppy disk drive.

To select a song:

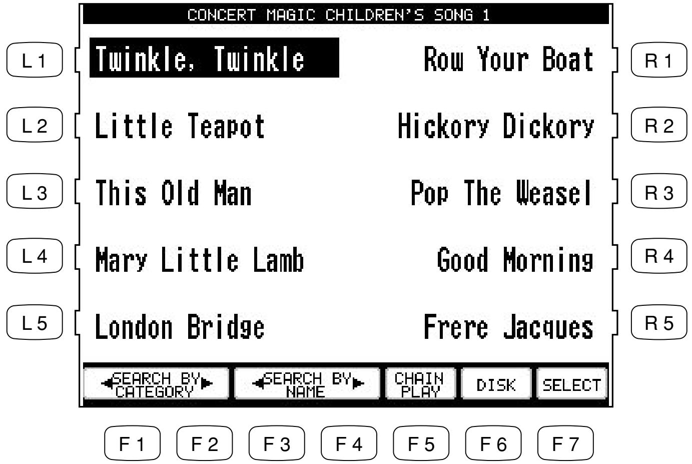


1) Press the CONCERT MAGIC button. The song selection menu will be displayed.

2) Ten song titles from the Children's Songs category will be displayed. The category name is displayed at the very top of the screen. If you want to go to another song category, press SEARCH BY CATEGORY (F1, F2). You can also search for a specific title by using SEARCH BY NAME (F3, F4), which will list all 176 song titles in alphabetical order. You may also use the Dial to scroll through all the titles one after another.

- If you wish to play a CM song from floppy disk, press the DISK button (F6) to see the list of songs on disk.

3) When you have found the song that you want to play, use the L or R buttons to move the box over the title. Press the SELECT button (F7) to choose it. The Note Navigator screen will be displayed, and you are ready to perform!



The L and R buttons select the desired song.

F1, F2 Searches by song category.
F3, F4 Searches by song name.
F5 Enters the Chain Play mode of the Concert Magic.
F6 Searches for a song on floppy disk.
F7 Can also select the song.

Performing a Concert Magic Song

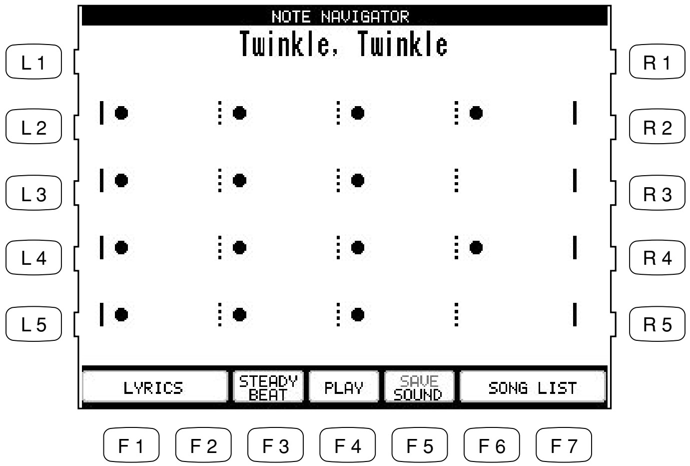
Playing the Concert Magic song you've selected is very easy. Just begin tapping any key on the keyboard and the song will play. Concert Magic plays the correct notes of the song, but you must provide the rhythm. Being familiar with how a particular song sounds does make it easier, but watching the Note Navigator screen can help you play a song that you've never heard before.

The Note Navigator provides an outline of the song's rhythm that looks a lot like the real music. The dots (•) in the display are the notes that you play. The spacing of the notes gives a clue to the timing (rhythm) of the notes. Notes that are closer together are played faster; notes that are farther apart are played longer. Notes that are evenly spaced are played evenly, and so on.

Up to four lines of music are displayed. After you've played past a note in the song, the dot becomes a cross (+) to help you keep track of where you now are. When you get to the bottom of the screen, the top lines change to show the next lines of music, as if you had turned the page. When you get to the end of the song you will see a double line, and then the song will reset to the beginning.

To play a selected CM song:

1) **In the Note Navigator screen press START (F4) if you want to first listen to the song. The CP will play the song. Press the STOP (F4) button to stop. Notice how the Note Navigator displays the rhythm as the song is playing.**
2) **If you wish to play the CM song yourself, start tapping any of 88 keys while the song is stopped, and the song will play.**
3) **Press the RESET (F4) button at any time to start at the beginning of the song again.**
4) **To play another song, press the SONG LIST buttons (F6, F7) to display the list.**
5) **If you have selected a song that has lyrics, you may view them by pressing the LYRICS button (F1,F2)**
6) **If you would like to play any song by steady tapping (instead of following the original rhythm), press the STEADY BEAT button (F3).**
7) **To exit Concert Magic, simply press the CONCERT MAGIC button again.**



F1, F2 Displays the selected song's lyrics, if available.
F3 Allows you to play any song by steady tapping.
F4 Starts and stops the song. Also used to reset the song when performing.
F5 Saves the changed Sounds.
F6, F7 Selects another song.



F1, F2 Returns to the Note Navigator screen.
F3 Allows you to play any song by steady beat tapping.
F4 Starts and stops the song. Also used to reset the song when performing.
F5 Saves the changed Sounds.
F6, F7 Selects another song.

- When you reach the end of the song, press any key one more time. This will not produce sound, but instead resets the song to the beginning for another performance.

- The Bouncing Ball only works with song files that are specifically designed for Concert Magic to take advantage of this feature.

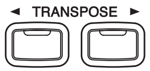
- A Concert Magic song is made of two parts - a melody part and accompaniment part. Many of the songs have different instrument sounds assigned each part to make the music more interesting. You can select different sounds for each part separately. The RIGHT1 Part plays the melody. To change its sound, press any Sound category button and select a new sound. The LEFT Part handles the accompaniment. To change its sound, first turn off the RIGHT1 Part and then press any Sound category button to select a new sound. Don't forget to turn the RIGHT1 Part back on before you begin to play.

- You can use the PIANO ONLY button to quickly change the sound for both parts to the Concert Grand piano.

- You can also activate the RIGHT2 Part to use as a layer (additional sound) for the melody. You can also select any new sound for the RIGHT2 part. Turn off all Parts except the one you wish to change, and then select the new sound. Don't forget to turn all necessary Parts back on before you begin to play.

- You can save your new sound settings by pressing the SAVE button (F4). The Soft Reset function will be required to return the sounds to their original settings (see page 125).

- You can transpose the song by pressing the TRANSPOSE buttons.

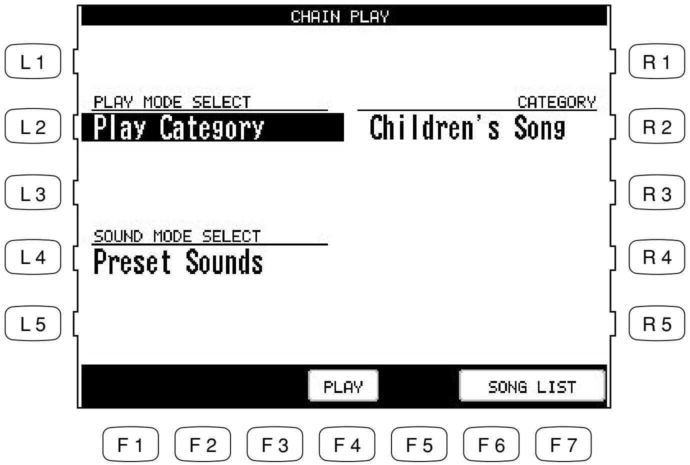


To enter the Chain Play mode of the Concert Magic:

1) **Press the CONCERT MAGIC button. The song selection menu will be displayed.**
2) **Press the CHAIN PLAY button (F4). The Chain Play menu will be displayed.**
3) **Use the L and R buttons to highlight a setting, then turn the Dial to change that setting. You can choose to play songs from any one category, or to play all 176 CM songs. You can also choose to use each song's preset sounds, or to play the songs using the Concert Grand piano sound only.**
4) **Press the PLAY button (F4) to start playing the songs.**
5) **To exit Concert Magic, press the CONCERT MAGIC button again.**

L2 Selects Play mode.

L4 Selects Sound mode.



R2 Selects the song category.

F4 Starts the chain play.
F6, F7 Returns to the song list.

Concert Magic Song Arrangements

Concert Magic songs are specially arranged so that they will work well with your key tapping. Each of the 176 CM songs falls into one of three categories of musical arrangements of varying difficulty.

EASY BEAT

These are the easiest songs to play. To perform them, simply tap any key with a constant beat. You can easily see which songs are Easy Beat songs when you look at the Note Navigator. The dots will line up at a constant interval in the screen, indicating a constant beat.

MELODY PLAY

These songs are also quite easy to play, especially if you are familiar with them. To perform them, tap the keys to the rhythm of the melody (as if you were singing).

SKILLFUL

These songs are more challenging. To perform them, carefully follow the rhythm as shown in the Note Navigator. It may require some practice to successfully play these songs. Even skilled players will enjoy the challenge that these songs offer.

Steady Beat Play

After you choose a song, you can press the STEADY BEAT button (F3) to play the song by steady tapping instead of the original rhythm. You can play any song from any arrangement category by tapping steady beats.

Creating a Concert Magic Song

You can also use Concert Magic to play a song that isn't one of the 176 built-in titles. You can record a new song using the Concert Performer's Recorder and then save on a floppy disk as a Standard MIDI File (SMF). The song can now be selected by pressing the DISK button when you are in the Concert Magic song selection screen.

- You can also record a song for Concert Magic by using an external sequencer. Remember to save it to a floppy disk as a Standard MIDI File.

As you might imagine, getting your song to sound exactly the way you want it to in Concert Magic may require a few adjustments to the original arrangement. The most important consideration is to keep the musical arrangement as simple as possible. Concert Magic "pauses" the song after every note as it waits for you to tap the next key. If there are complex rhythm patterns that have many notes per beat, the song may become overly difficult to play. Here are some suggestions for creating a Concert Magic song:

1) **Record the melody first using the RIGHT 1 Part in the Easy Recorder (or Track 2 in the Advanced Recorder).**
2) **Then record the accompaniment using the LEFT Part in the Easy Recorder (or Track 4 in the Advanced Recorder).**
3) **Arrange the accompaniment so that its notes fall on the same beats as the melody. (This creates a Melody Play arrangement.)**
4) **If you want to be a little more adventurous, insert a few carefully placed accompaniment notes in between melody notes. (This creates a Skillful arrangement.)**
5) **If you are recording your song using an external sequencer, record the melody on channel 2 and the accompaniment on channel 4.**
6) **For best results, you should quantize your parts.**

- Of course, these are merely suggestions. There are no steadfast rules for how to compose your CM song. In fact, very rewarding musical experiences may come out of simple trial and error.

System Menu

The System Menu contains all of the functions that affect the overall performance of the CP piano. This includes functions such as the System settings, tuning, and MIDI Setup. By adjusting these settings you can tailor the CP's performance to your taste.

To use the System menu:



1) **Press the SYSTEM button. The SYSTEM button LED will light and the System menu is displayed.**
2) **Use the F1 and F2 buttons to access the System Menu pages.**
3) **Use the L, R and F buttons to select the function you wish to change. A sub-menu with further options for that function will be displayed.**
4) **Use the L, R and F buttons to choose a setting from the sub-menu and use the Dial to change its value.**

- If you would like to have the CP remember your settings and have them immediately applied every time you turn the instrument on, select Power Up Setting (Page 2-R1) from the System menu, and choose "Save Current Settings" (L2).

- For further details on resetting data, see page 124.

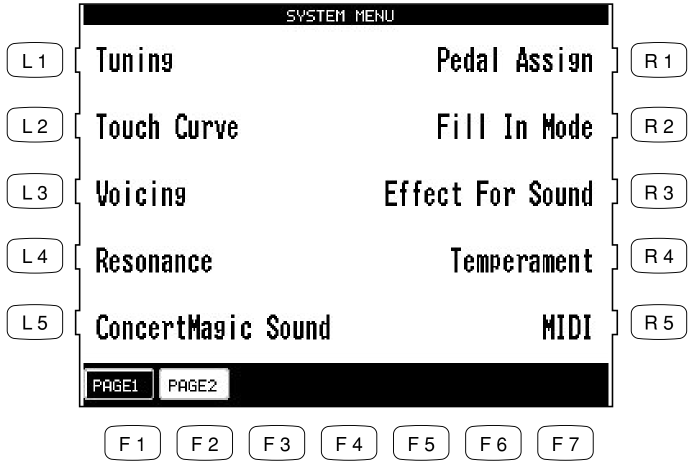
L1 Selects the overall tuning of the CP.

L2 Selects the Touch Curve (Key velocity sensitivity).

L3 Selects the Voicing settings.

L4 Selects the Resonance effect for the sustain pedal.

L5 Selects the Concert Magic Sound mode.



R1 Selects the Pedal functions.

R2 Selects the Fill-in mode for the Accompaniment Styles.

R3 Selects the Effect priority settings.

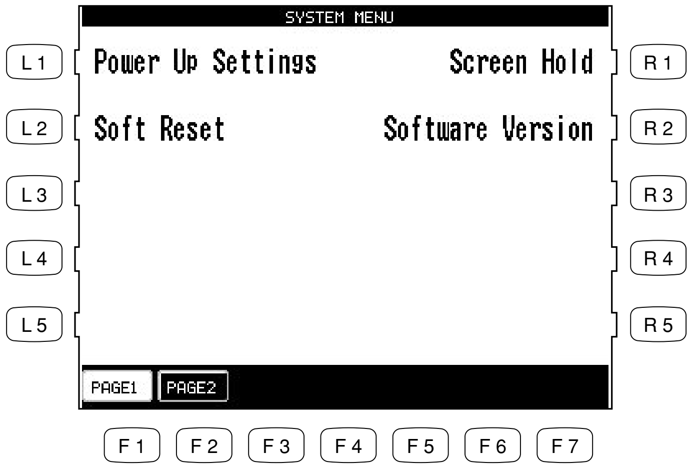
R4 Selects the Temperament settings.

R5 Selects the MIDI settings.

F1, F2 Selects the different System Menu pages.

L1 Selects the Power up mode settings.

L2 Restores the initial factory settings.



R1 Selects the Screen Hold settings

R2 Displays the software version.

F1, F2 Selects the different System Menu pages.

Tuning

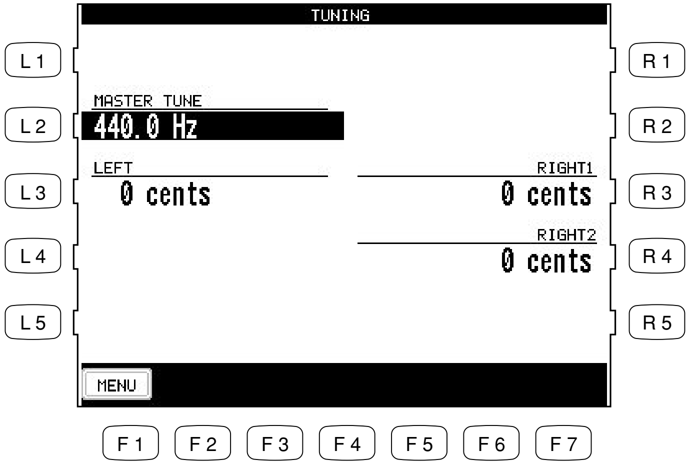
Tuning allows you to adjust the CP's pitch. You may need to adjust the tuning when you play with other instruments.

The master pitch is displayed in Hertz. The range of adjustment is from 427.0 to 453.0 Hz. The factory preset value is set to the modern standard A = 440.0 Hz.

- You can also adjust the tuning for each Part separately. This can be used to simulate a chorus-like effect by layering the same sound in RIGHT1 and RIGHT2 and slightly detuning them. Each Part can be raised or lowered by up to 50 cents. (50 cents = 1/4 tone).

L2 *Selects the master pitch.*

L3 *Selects the pitch for the LEFT Part.*



R3 *Selects the pitch for the RIGHT1 Part.*

R4 *Selects the pitch for the RIGHT2 Part.*

F1 *Takes you to the System menu.*

Touch Curve

When playing a piano, the volume of the sound produced increases in direct relation to how hard a key is struck. The CP's Normal Touch curve offers the standard feel of an acoustic piano for practicing music. The CP offers five other touch curves ranging from light to heavy.

Normal	This is the standard touch of an acoustic piano.
Light 1, 2	For those still developing finger strength, such as a child, a louder sound is produced even when the piano is played with a soft touch. Light 2 is lighter than Light 1.
Heavy 1, 2	Perfect for those with strong fingers. Requires a heavier touch to produce a loud volume. Heavy 2 is heavier than Heavy 1.
Off	A constant volume is produced regardless of how hard the keys are struck. This setting is suitable for sounds that have a fixed dynamic range such as Organ or Harpsichord.

- LIGHT and HEAVY do not represent the physical weight of the keys. These are settings that affect the sensitivity of the keys, which determines the volume level in response to the key movement.

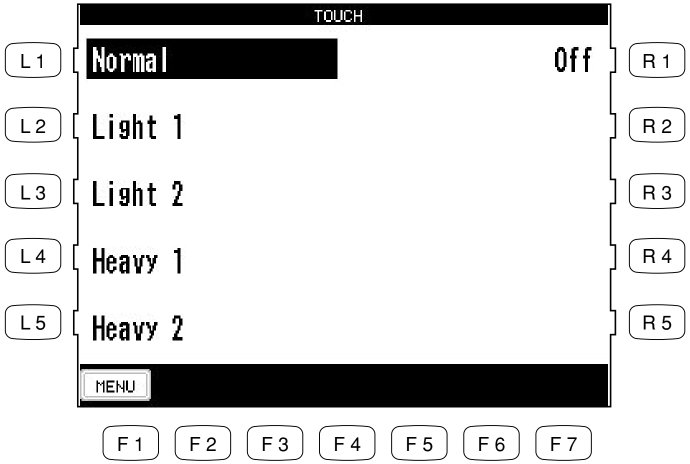
L1 Selects the normal setting.

L2 Selects a moderately light touch.

L3 Selects a light touch.

L4 Selects a moderately heavy touch.

L5 Selects a heavy touch.



R1 Turns off the Touch sensitivity entirely.

F1 Takes you to the System menu.

Virtual Voicing

Voicing is a technique used by piano technicians to mold the character of a piano's sound. The Voicing function lets you change the CP piano's tone quality by choosing one of four types of voicings.

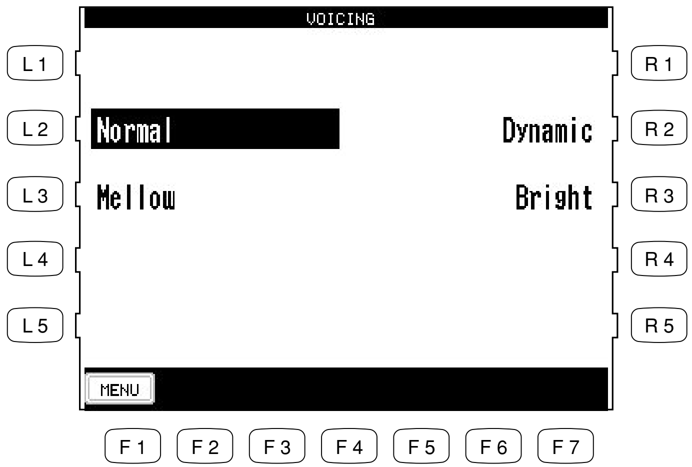
Normal Produces the normal timbre of an acoustic piano throughout the entire dynamic range. This is the default setting.
Bright Produces a brighter tone throughout the entire dynamic range.
Mellow Produces a mellower tone throughout the entire dynamic range.
Dynamic The tone will change dramatically from mellow to bright according to your playing.

- The current voicing selection is global for all the instrument Sounds. You can not have an individual setting for each Sound.

- While voicing is a technique used for optimizing the tone of an acoustic piano, this function can be used on all the Sounds on the CP piano.

L2 Selects Normal.

L3 Selects Mellow.



R2 Selects Dynamic.

R3 Selects Bright.

F1 Takes you to the System menu.

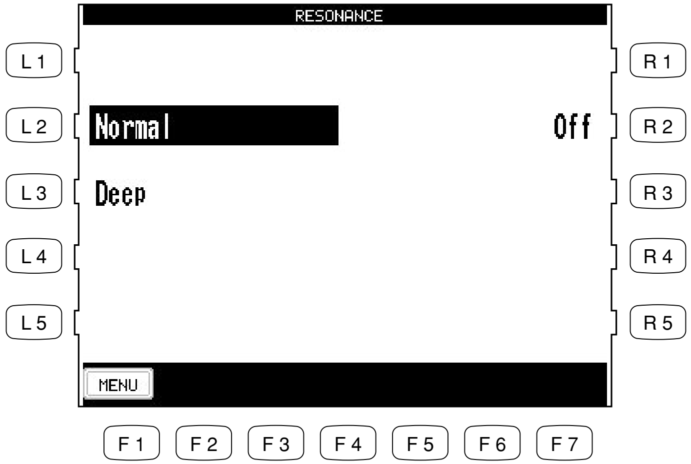
Resonance

When the sustain pedal is depressed on an acoustic piano, all the dampers are lifted up allowing the strings to vibrate freely. In this condition, when you play a note not only will the strings for the note you played vibrate but other strings will vibrate due to sympathetic resonance. The Resonance function simulates this phenomenon. You can select from three levels of Resonance.

Off	No resonance.
Normal	Simulates the natural resonance characteristics of an acoustic piano.
Deep	Produces a more intense resonance.

L2 *Selects normal resonance.*

L3 *Selects deep resonance.*



R2 *Turns off the resonance.*

F1 *Takes you to the System menu.*

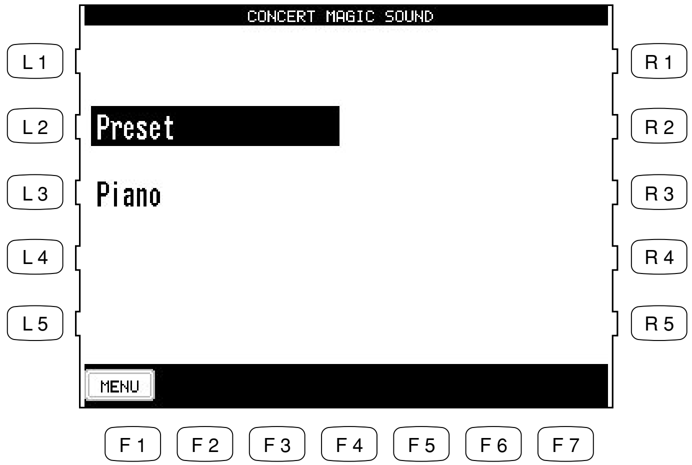
Concert Magic Sound

This function determines which sounds the Concert Magic songs will be played with.

Preset Plays all the Concert Magic songs with the Preset Sounds assigned to each song.
Piano Plays all the Concert Magic songs with the Concert Grand piano.

L2 *Selects Preset sounds.*

L3 *Selects Piano sound.*



F1 *Takes you to the System menu.*

Pedal Assign

The Soft and Sostenuto pedals on the Concert Performer function as much more than just traditional piano pedals. These pedals can be assigned to control various other functions on the CP piano.

Damper Pedal (Right)

Sustain only	Can be activated or deactivated separately for each Part.

Pedal assignment options for Soft Pedal (Left) and Sostenuto Pedal (Center)

Soft	Softens the sound and reduces its volume.
Sostenuto	Sustains only notes that were held when pedal was depressed.
Start/Stop	Controls start/stop for Styles and Songs.
Harmony on/off	Turns the instrument Harmony function on/off.
Registration	Switches from one Registration to another. You may choose the order, 1 to 8 or 8 to 1.
Style Variation	Switches from one Style Variation to another. You may choose the order, 1 to 4 or 4 to 1.
Intro/Ending	Plays the Intro or Ending.
Fill In	Plays the Fill-in currently selected.
Break	Interrupts the whole Style.
Drums Only	Interrupts the Style except Drum part.
Sync/Fade Out	Controls the SYNC/FADE OUT button.
Glide	Bends the pitch up and down as programmed by you.
Modulation	Applies programmable vibrato to the sound.
Rotary Fast/Slow	Controls the speed of rotary speaker effect. This function will be automatically assigned to the Soft Pedal (Left) when a sound that has the rotary effect turned on is selected as the Priority Part.
Left Hand Hold	Holds the notes played in the LEFT/SPLIT Part as long as the pedal is depressed.
Panel Lock	Locks all buttons on the panel to prevent them from being tampered with or pressed accidentally while you are playing. Press the assigned pedal once to lock the panel buttons. Press the assigned pedal again to unlock the panel buttons.

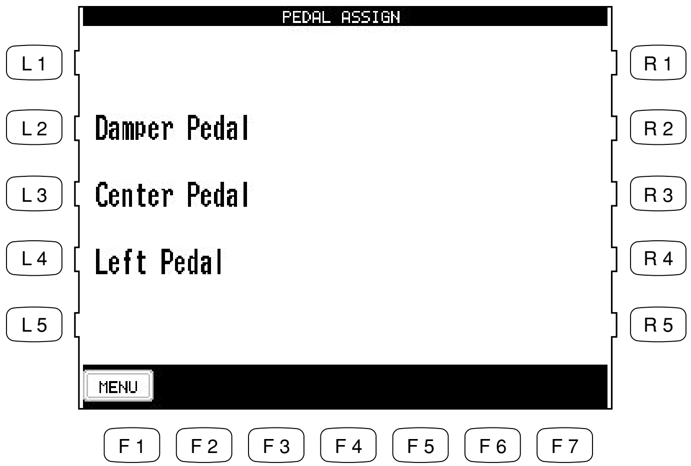
- The pedal assignments made to the Left pedal will be saved as part of a Registration. The pedal assignments made to the Center pedal are global and are not saved as part of a Registration.

1) Select the Pedal Assign (R1) option in the System menu (page 1). The LCD screen will display the Pedal Assign screen. Use the L buttons to select which pedal you want to make assignments for.

L2 *Selects the Right pedal (Damper).*

L3 *Selects the Center pedal (Sostenuto).*

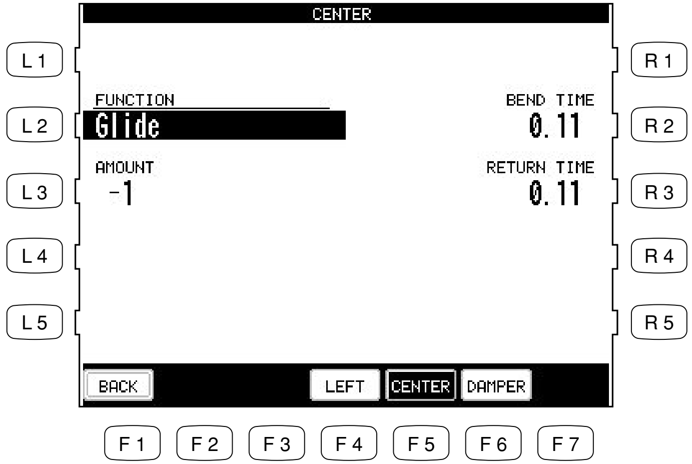
L4 *Selects the Left pedal (Soft).*



F1 *Takes you to the System menu.*

2) Use the L and R buttons to select the setting and use the Dial to change its value.

L2 Selects a function to assign to the pedal.



Use the other L and R buttons to adjust parameters.

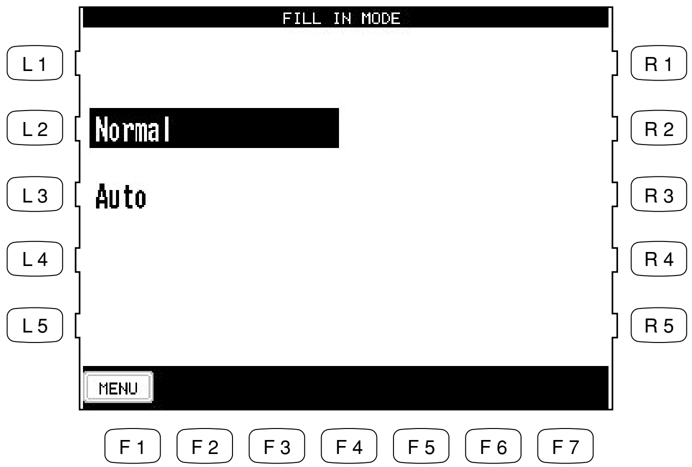
F1 Back to the Pedal Assign menu.
F4-F6 Selects the different pedals.

Fill-in Mode

This determines whether or not a Fill-in will be automatically played each time a VARIATION button is pressed.
There are two options.

Normal A Fill-in will not be automatically played each time a VARIATION button is pressed. Fill ins will only be played if a FILL button is pressed.

Auto A Fill-in will be played each time a VARIATION button is pressed. The Fill-in that is played will be the one that accompanies the Variation that you are leaving. For example, if Variation 1 is currently active, and you select Variation 2, the Fill-in for Variation 1 will be played.



L2 Selects Normal mode.

L3 Selects Auto mode.

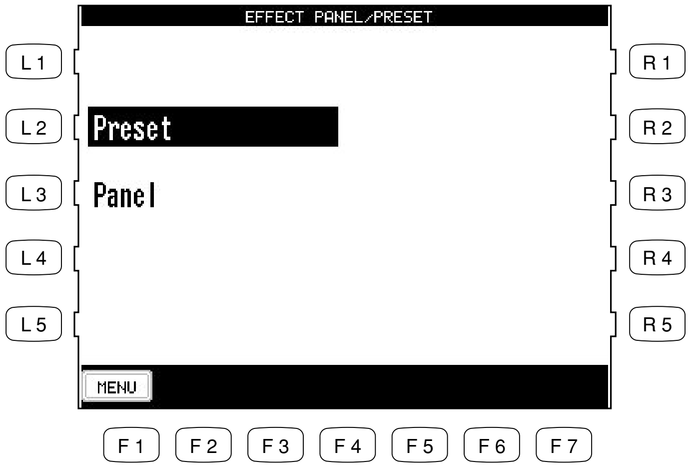
F1 Takes you to the System menu.

Effect for Sound

This function determines whether or not the Preet Effects settings assigned to each Sound will be used or not.

Preset The Preset Effect settings for each Sound will be used. This is the default setting.

Panel The preset Effect settings for each Sound will not be used. In other words, changing the Sounds will not change the Effect types and other settings for the Effects. This allows you to set each Effect section (REVERB, CHORUS, and EFFECTS) to your own taste and use your Effect settings for all sounds. The panel setting is very useful if you only want to use certain Effects at all times or if you want to prevent the Effects from constantly changing each time you select a new Sound.



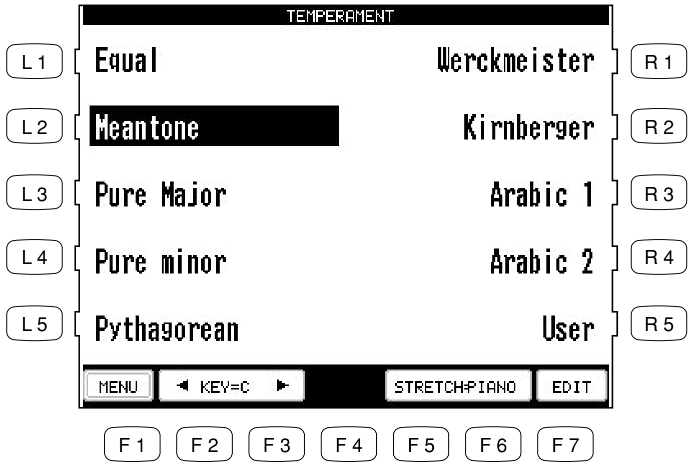
F1 Takes you to the System menu.

Temperament

The CP offers not only equal temperament (the modern standard) but also immediate access to temperaments popular during the Renaissance and Baroque periods.
You can also create your own User tuning Temperament as well.

1) Select Temperament form the System Menu. The LCD screen will display the Temperament screen.
2) Select your desired Temperament with the L and R buttons.
3) Set the Temperament Key with the F2 and F3 buttons.
4) If you select Equal temperament, use the F5 and F6 buttons to set Stretch Tuning to On, Off, or Piano Only. (For an explanation of Equal and Equal Stretched tuning see page 115).
Stretch=On: Applies the Stretched Tuning to all instrument Sounds.
Stretch=Off: Stretched Tuning is turned Off for all the instrument Sounds Off.
Stretch=Piano (only): Applies the Stretched Tuning only to the Piano Sound. The tuning for any other active sounds layered with a piano sound will be stretched to match the piano. If no piano sound is active the tuning for any active sounds will not be stretched.

L1 Selects Equal.
L2 Selects Meantone.
L3 Selects Pure Major.
L4 Selects Pure minor.
L5 Selects Pythagorean.



R1 Selects Werckmeister.
R2 Selects Kirnberger.
R3 Selects Arabic 1.
R4 Selects Arabic 2.
R5 Selects User.

F1 Takes you to the System menu.
F2, F3 Selects the Temperament Key.
F5, F6 Selects the Stretch tuning type On/Off/Piano.
F7 Takes you to the User Temperament screen.

Brief explanation of temperaments

Temperament Keys
Limitless modulation of the key became available only after the invention of Equal temperament. When you use a temperament other than Equal temperament, you must carefully choose the key to play in. For example, if the song you are going to play is written in D major, choose “D” to set the temperament key.

Equal Temperament (Flat)
This is an “unstretched” equal temperament that divides the scale into twelve equal semitones. This produces the same chordal intervals in all twelve keys, and has the advantage of limitless modulation of the key. However the tonality of each key becomes less characteristic and no chord is in pure consonance.

Equal Temperament (Stretched)
This is the most popular piano temperament and is the initial setting. The hearing ability of a human is uneven and is not as accurate with high frequency and low frequency as it is with the middle range. This temperament’s tuning is stretched to compensate for this so the sound will be heard naturally to the ears. This “Stretched” equal temperament is a practical variation of the “unstretched” equal temperament which was invented on a mathematical basis.

Pure Temperament
This temperament, which eliminates dissonances for thirds and fifths is still popular for choral music because of its perfect harmony.
You need to be aware what key you are playing in with this temperament. Any key modulation will result in dissonances. When you play music in a particular key, you need to match the key of the temperament as well.

Pythagorean Temperament
This temperament, which uses mathematical ratios to eliminate dissonance for fifths, is very limited for use with chords, but it produces very characteristic melodic lines.

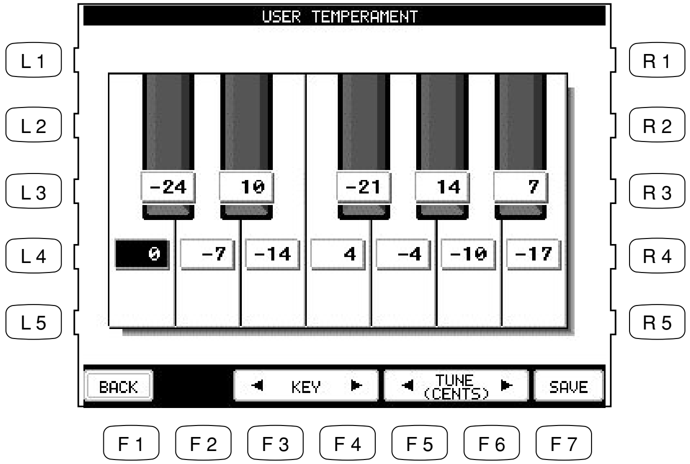
Meantone Temperament
This temperament, which uses a mean between a major and minor whole tone to eliminate dissonance for thirds, was devised to eliminate the lack of consonance’s experienced with certain fifths for the Pure temperament. It produces chords that are more beautiful than those with the equal temperament.

Werckmeister III, Kirnberger III Temperament
These two temperaments are placed in between Meantone and Pythagorean. For music with few accidentals, this temperament produces the beautiful chords of the mean tone, but as accidentals increase, the temperament produces the characteristic melodies of the Pythagorean temperament. It is used primarily for classical music written in the Baroque era to revive the original characteristics.

Arabic
Some oriental scales, including the Arabic, are characterized for "quarter-tone" which is half of a half-tone (50 cents). This makes the music sound very different from traditional western music. The CP Piano provides two of the most popular Arabic scales, although you can create more variations with the User Temperament function. With Arabic 1, the notes B and E are a quartertone lower than the Occidental Scale, while the notes A and E are lower with Arabic 2.

To create a User Temperament:

1) **On the Temperament screen, press the EDIT button (F7). The User Temperament screen will be displayed.**
2) **Use the KEY buttons (F3, F4) to select the note to edit.**
3) **Use the Dial or TUNE buttons (F5, F6) to change the value. The value is represented in cents above or below Equal temperament and ranges from –50 to +50.**
4) **Press the SAVE button (F7) to save the User Temperament.**



F1 Takes you to the Temperament menu.
F3, F4 Selects the note to edit.
F7 Saves the User Temperament.

- The User Temperament alters the tuning for each octave equally. In other words, you cannot alter the tuning of different sections of the CP's keyboard range separately.

MIDI Menu

The letters MIDI stand for Musical Instrument Digital Interface, an international standard for connecting MIDI equipped synthesizers, drum machines, and other electronic instruments so that they can exchange data. Personal computers can also be equipped for MIDI communication. Electronic instruments equipped with MIDI can transmit and receive performance data such as, notes, what sound to play, pedal information, volume, etc. through the MIDI In/Out/Thru Jacks. This data can be recorded with a device like a sequencer or a computer.

- In this manual we will only discuss the basic MIDI functions that pertain directly to the CP. For detailed literature on MIDI, please visit the music department of your local bookstore.

On page one of the MIDI Settings menu you can configure the following settings.

Right Transmit Channel
Sets the MIDI Transmit Channel for the RIGHT hand Parts. You can select MIDI Channels 1-16.

Left Transmit Channel
Sets the MIDI Transmit Channel for the LEFT/SPLIT Part. You can select MIDI Channels 1-16.

Chord Detect Channel
Sets the MIDI receive channel for chord data being sent to the CP. The Accompaniment System can be controlled remotely on this MIDI channel by an external MIDI controller. You can select MIDI channels 1-16, OFF, All, or MIDI Accordion. When set to ALL the Accompaniment System will respond to any chord data it receives on ANY MIDI channel.

Local Control ON/OFF
This determines whether the CP's sound will be played from the piano's keyboard ("ON") or only from an external MIDI instrument ("OFF"). Even with local control "off" the CP's keyboard will still transmit to an external MIDI instrument or personal computer.

Clock

Clock is a data code that a MIDI instrument uses as the reference for its Tempo settings as well as Style Start/Stop commands. When it is set to INTERNAL, the CP uses its own built-in clock to control tempo settings. When set to EXTERNAL, the CP reads the clock data that it receives via MIDI and uses this data to control the Tempo.

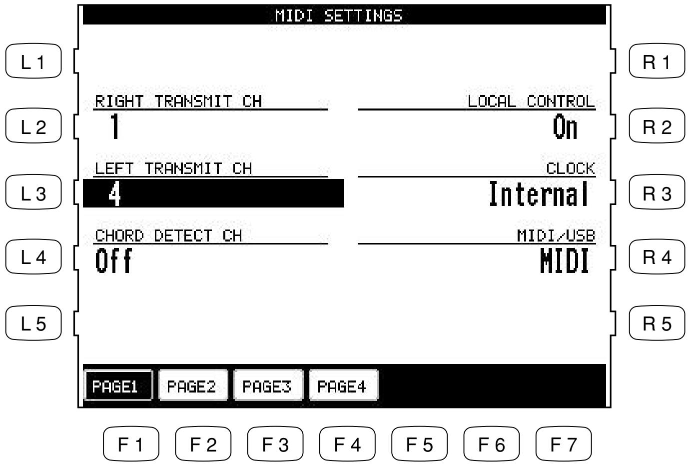
To configure the MIDI Settings:

1) **On page 1 in the System menu, press the MIDI (R5) button. The LCD screen will display the first MIDI page.**
2) **Use the L and R buttons to select the setting and use the Dial to change the values.**

L2 *Selects Transmit channel for the RIGHT Part. Choose 1–16.*

L3 *Selects Transmit channel for the LEFT Part. Choose 1–16.*

L4 *Selects the chord detect Receive channel. Choose 1–16, OFF, All, or MIDI Accordion.*



R2 *Turns Local Control on/off.*

R3 *Selects the Clock source.*

R4 *Selects MIDI or USB*

F1-F4 *Selects the other MIDI Settings pages.*

Transmit MIDI Data

On page two of the MIDI Setting menu you can determine what MIDI data will be transmitted from the CP.

"Keyboard = On/Off" Determines whether or not note data that is generated by the keys being played will be transmitted.

"Program = On/Off" Determines whether or not the CP piano will transmit program change information when a Sound is selected on the CP.

"Control = On/Off" Determines whether or not changes in controllers (such as the pedals being depressed) will be transmitted.

"System Exclusive = On/Off" Determines whether or not all of the CP's settings will be transmitted in a special format that is understood by another CP.

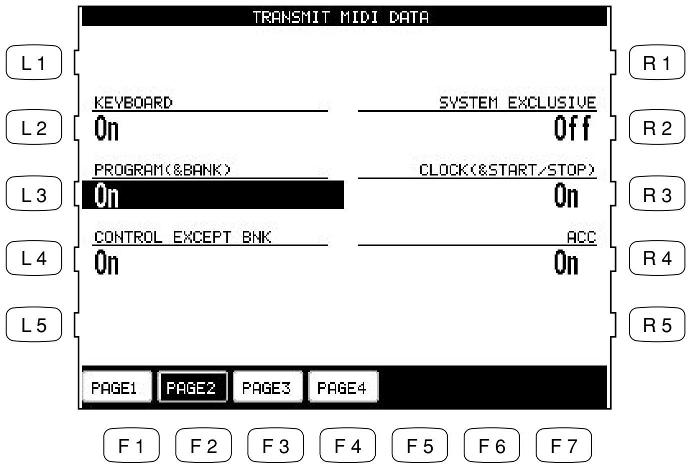
"Clock = On/Off" Determines whether or not the CP's Clock data will be transmitted.

"ACC = On/Off" Determines whether or not the data from the Auto Accompaniment System will be transmitted.

L2 Selects whether note data is transmitted.

L3 Selects whether Bank and Program Change data is transmitted.

L4 Selects whether Controller data is transmitted.



R2 Selects whether System Exclusive data is transmitted.

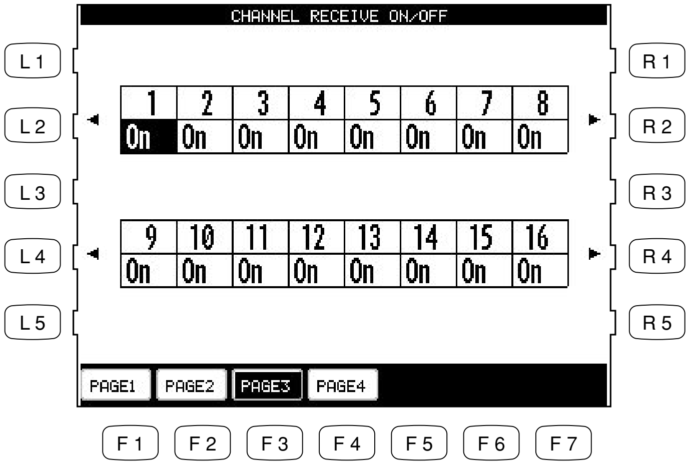
R3 Selects whether Clock data is transmitted.

R4 Selects whether Auto-accompaniment data is transmitted.

F1-F4 Selects the other MIDI Settings pages.

On page three of the MIDI Settings menu, you can determine which MIDI channels the CP will receive MIDI data on. The CP can receive MIDI data on all 16 MIDI channels at once or only certain MIDI channels.

Channel Receive On/Off
Each of the 16 MIDI channels can be set separately to On or Off.



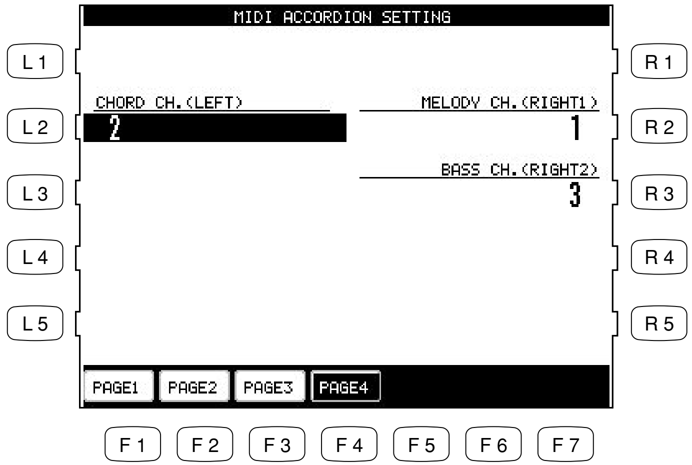
Use the L2, R2, L4 and R4 buttons to select the channel and use the Dial to change the setting, On and Off.

F1-F4 Selects the other MIDI Settings pages.

MIDI Accordion

On page four of the MIDI Settings Menu you can configure the CP to be played from a MIDI Accordion.

L2 Selects receive channel for the Chord (Left) part. Choose 1-16.



R2 Selects receive channel for the Melody (Right1) part. Choose 1-16.

R3 Selects receive channel for the Bass (Right2) part. Choose 1-16.

F1-F4 Selects the other MIDI Settings pages.

Power Up Settings

This determines whether the CP stores your preferred panel and system settings as the default settings and applies them automatically when the instrument is turned on.

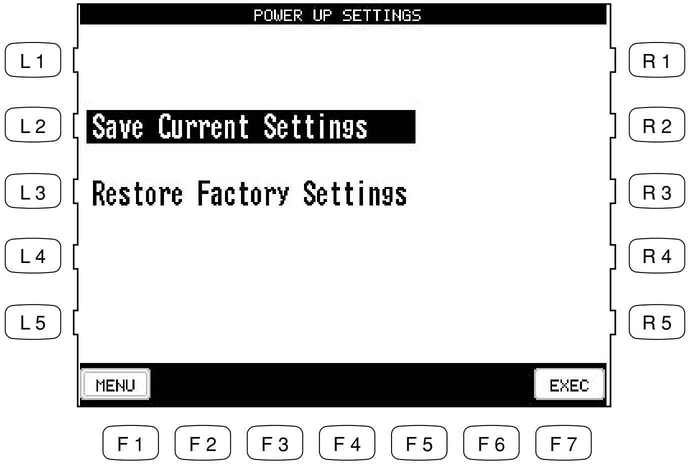
Select Save Current Settings (L2) in the Power Up Setting menu to save the current panel settings automatically as the default settings when the CP is turned on.

Select Restore Factory Settings (L3) to return the CP to the factory default settings. The original factory settings will now be used by the CP when it is turned on.

- The CP never automatically stores Panel and System settings. If you make any new changes that you want to save, you must use the Save Current Settings (L2) command.

L2 Saves the current settings.

L3 Restores the initial factory settings.



F1 Takes you to the System menu.
F7 Applies the selected settings.

Soft Reset

The Soft Reset function allows you to return all of the User Settings back to the original Factory Settings. You can instantly reset all of the user settings or only the ones you want to Reset at the touch of a button.

To perform a Soft Reset:

1) **Press SOFT RESET button (L2) on Page two in the System menu. The Soft Reset screen will be displayed.**
2) **Use the L and R buttons to choose type of data you want to reset.**
3) **Press EXEC button (F7).**
4) **Press YES (F7) to proceed, or NO (F1) to back out.**

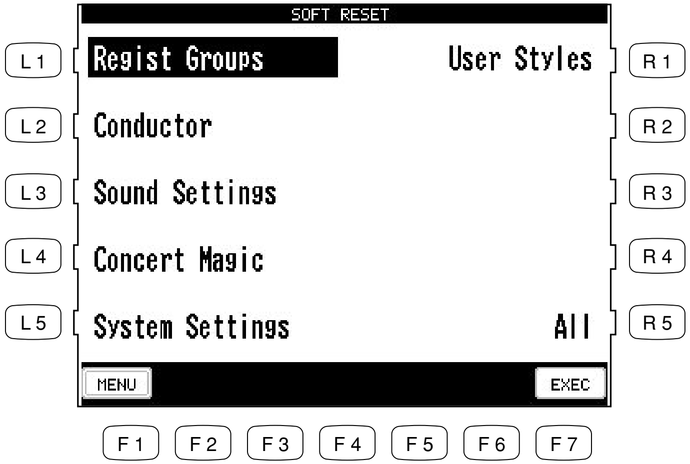
L1 Selects Regist Groups.

L2 Selects Conductor.

L3 Selects Sound Settings.

L4 Selects Concert Magic.

L5 Selects System Settings.



R1 Selects User Styles.

R5 Selects ALL.

F1 Takes you to the System menu without resetting data.
F7 Proceeds with the Reset.

Software Version

This function is used to show what system software version is currently installed in the CP.

To show the software version:

1) Press the Software Version button (R2) on page two in the System menu.
2) The software version will appear in the LCD screen.



F1 Takes you to the System menu.

Screen Hold

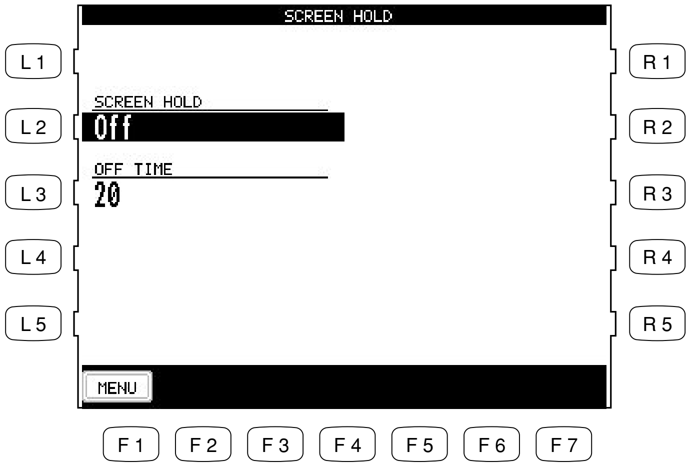
Most of the on-screen menus that you work with on the Concert Performer will remain displayed until you select something or press a particular button. However, some screens may be displayed only temporarily, switching back to a main screen if you allow the CP to sit idle without pressing any buttons. You can adjust a time setting for how long these screens stay displayed before switching, or even choose to have them hold without switching.

This adjustable time function is effective with the following menus:

- Sound Select menu
- Style Select menu
- Reverb Settings menu called up by holding down the REVERB button.
- Effect Settings menu called up holding down the EFFECT button.
- Chorus Settings menu called up by holding down the CHORUS button.
- Harmony Settings menu called up by holding down the HARMONY button.

L2 Turns Screen Hold on/off. Setting Screen Hold on makes all screens display without automatically switching

L3 Adjusts the time that passes before the screen switches (5 to 20 seconds). This is available only when the Screen Hold is off.



Floppy Disk Operations

The Concert Performer has a built-in 3.5” floppy disk drive that can read and write to double-density (720KB) or high-density (1.4MB) disks. These are the exact same disks that are used with your personal computer. You can use floppy disks to quickly and easily build up an extensive library of Concert Performer data that can be shared with other CP owners.

There are many companies who specialize in just making MIDI song files of popular and traditional tunes that can be purchase on floppy disk. In fact, these days almost any popular song that you can think of has probably been turned into a MIDI file by someone! Many publishers of piano lesson books now provide the music on floppy disk so the student may play along. This can greatly assist the learning process. Finally, there are numerous sites on theWorld Wide Web dedicated to the sharing and selling of MIDI music that can be downloaded and played on your Concert Performer instrument. For instructions on how to use one of these Song Disks on your CP, see “Playing Songs from a Floppy Disk” on page 90.

Disk Menu

The Disk menu is where you can work with various disk operations. There are five functions that you can choose from.

To work with a disk:



1) Press the DISK button. The Disk menu will be displayed.
2) Use the L and R buttons to select the preferred function.

L2 *Loads data from a floppy disk.*

L3 *Saves data onto a floppy disk.*

L4 *Erases data from a floppy disk.*



R2 *Formats a floppy disk.*

R3 *Plays the song data from a floppy disk.* *(See page 88.)*

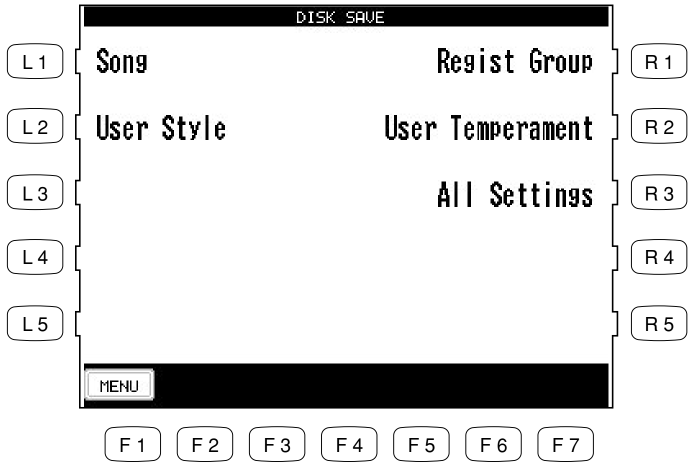
Saving Data to a Floppy Disk

This important function stores your custom data to disk so that you can retrieve it at a later time. You can save the following data:

Song	Song data currently in the Recorder. You can save it as the CP's own unique format (Internal) or as Standard MIDI File format (SMF) or Stylist format (Internal format plus Registration setting).
User Style	Each User Style or all 20 User Styles at once.
Regist Group	Each Registration Group, containing 8 Registrations, or all 10 Registration Groups at once.
Temperament	One User Temperament setting.
All Settings	This allows you to save the current settings of the above data types except for Song data and User Touch data at once, as a single file.

To save your data:

1) In the Disk menu, select SAVE (L3). The Disk Save menu will be displayed.
2) Use the L and R buttons to select the type of data to save. Then the particular sub-menu for that data type will be displayed.



Use the L and R buttons to select the type of data to save.

F1 Takes you to the Disk menu.

3) Use the appropriate L button, CURSOR buttons (F2, F3) and CHARACTER buttons (F4, F5) to give the data file a name.
When saving a Song, use the L3 button and the Dial to select whether the song data file will be in the INTERNAL (CP's unique) format, or SMF (Standard MIDI File) format or Stylist format.

- The data saved in Stylist format can be called up only in Song Stylist mode.

- When you select SMF format, data in the style track will be automatically pasted to tracks 9-16. This will erase any existing data on tracks 9-16.

4) Make sure that a formatted floppy disk is in the drive. Then press the SAVE button (F6, F7) to save the selected data to the disk.

Example: Saving a Style

L3 Selects which file you would like to save, or if all files are to be save as a single "all" file.

L4 Names the data file.



F1 Takes you to the previous menu.
F2, F3 Moves the cursor over the characters in the name.
F4, F5 Selects a character to use in the name.
F7 Saves the data file to floppy disk.

Example: Saving a Song

L2 Names the data file.

L3 Selects which format the data should be saved as.



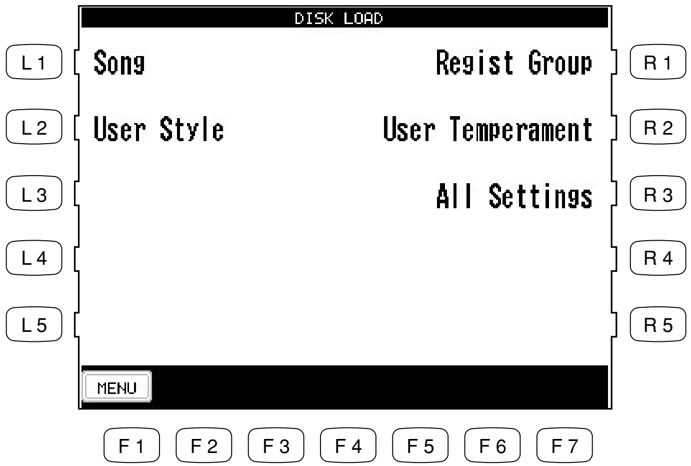
Loading Data from a Floppy Disk

This function allows you to retrieve the stored data from disk.

Song	One Song can be loaded into the Recorder from disk.
User Style	Up to 20 Styles can be loaded from disk. This number varies depending on the size of the data contained in the Styles.
Regist Group	Up to 10 Groups, containing 8 Registrations each, can be loaded from disk.
Temperament	One User Temperament can be loaded from disk.
All Settings	Loads the “All Settings” file on disk.

To load the data from a disk:

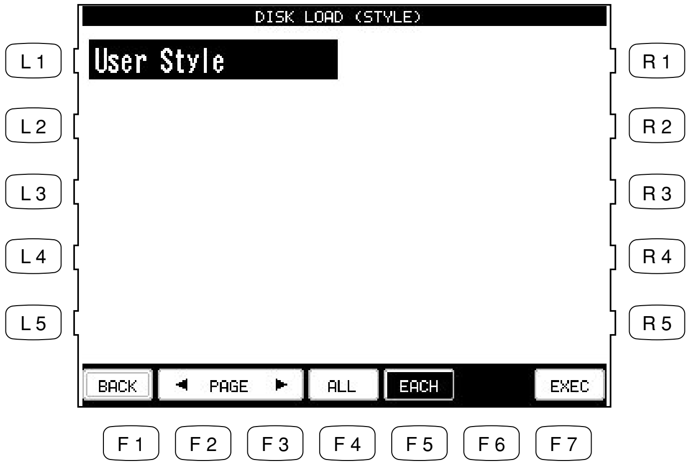
1) **In the Disk menu, press LOAD (L2). The Disk Load menu will be displayed.**
2) **Insert your floppy disk into the drive.**
3) **Use the L and R buttons to select the type of data to load. Then a sub-menu will be displayed that lists all available files of that type.**



Use the L and R buttons to select the type of data to load.

F1 Takes you to the disk menu.

4) When loading User Style or Registration data, you can choose whether to load data that was stored individually or to load all the data that was saved as an “All” file. Press ALL (F4) to load data that was saved as an “All” file. Press EACH (F5) if data files were saved individually.
5) Use the L and R buttons to select the data to load. Use the PAGE (F1, F2) buttons to display more data, if available.
6) Press the EXEC (F7) button to proceed. The screen will display the destination where the data will be loaded.



Use the L and R buttons to select the data to load.

F1 Takes you to the previous menu.
F2, F3 Displays more selections.
F4 Selects the “All” file type if that is how the files were saved.
F5 Displays data files that were saved individually.
F7 Proceeds to the next screen.

7) When loading an individual data file, use the L3 button and the Dial to select the preferred destination.
8) Then press the EXEC button to load the selected data into the CP. Press BACK (F1) to cancel loading.

L3 *Selects the destination to load individually a Style, Conductor, Sound or Registration.*



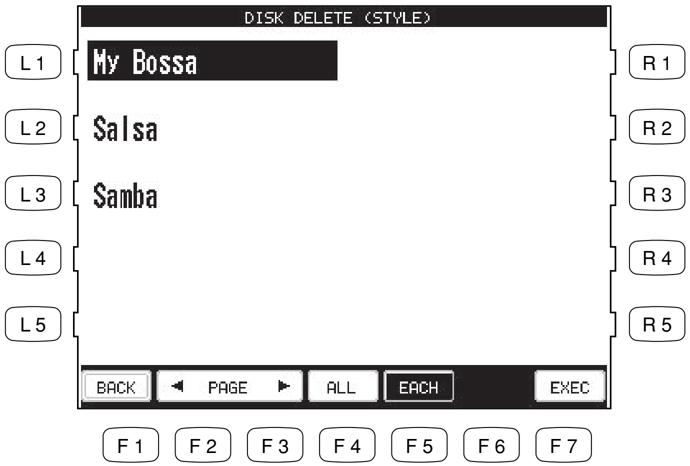
F1 *Takes you to the previous menu.*
F7 *Loads the data.*

Erasing Data from a Floppy Disk

This lets you erase unnecessary data from the floppy disk.
You can erase Song, User Style, Registrations, User Temperament and ALL.

To erase the data from a disk:

1) **In the Disk menu press DELETE (L4). The Disk Delete menu will be displayed.**
2) **Insert the floppy disk into the drive.**
3) **Use the L and R buttons to select the type of data to erase. A sub-menu of file names will be displayed.**
4) **When you erase User Style or Registration, determine whether you are going to erase individual data files by pressing EACH (F5) or the "All" data file by pressing ALL (F4).**
5) **Press EXEC (F7) to erase the selected data from the disk. Or press BACK (F1) to cancel erasing and go back to the previous menu.**



Use the L and R buttons to select the data.

F1 Takes you to the previous menu.
F2, F3 Displays more selections.
F4 Displays the "All" data file if present.
F5 Displays individual files.
F7 Proceeds to the next screen.

Formatting a Floppy Disk

Before a floppy disk can be used to save data for the first time, it will need to be formatted. This simply means that the disk must be “prepared” to hold data.

The Concert Performer can read and write to MS-DOS formatted disks. You can purchase pre-formatted floppy disks from any computer or office supply store. Floppy disks may also be formatted on a PC computer, or the CP can format them itself. There are two types of 3.5” floppy disk in the market, 2DD (which can hold 720KB of data) or 2HD (which can hold 1,440KB or 1.44MB of data). Both can be used in the exact same fashion with the Concert Performer.

- You can always re-format a disk at any time. Keep in mind, though, that every time you format a disk, all data that is currently on it will be erased. Re-formatting is a good way to completely erase a disk that might have been used previously on a computer, since there may be all sorts of irrelevant data files left on it otherwise.

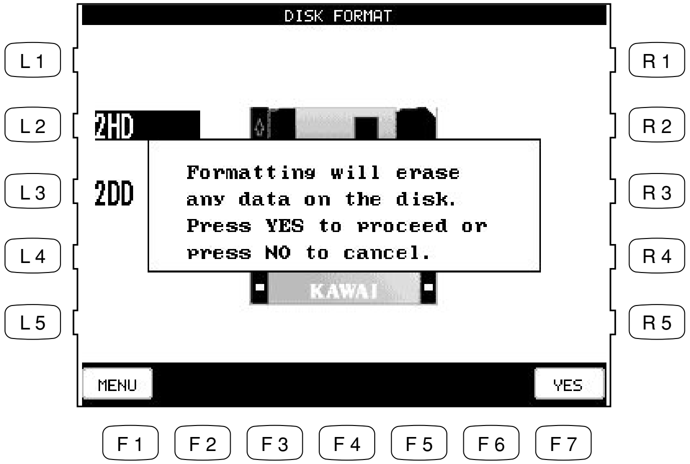
To format a disk:

1) **In the Disk menu, press FORMAT (R2). The Disk Format menu will be displayed.**
2) **Insert the floppy disk into the drive.**
3) **Use the L2 or L3 buttons to select the size of disk you are using, 2HD or 2DD.**
4) **Press EXEC (F7) to proceed. The screen prompts you for confirmation.**
5) **Press YES (F7) again to start formatting. Or press NO (F1) to cancel formatting and go back to the previous menu.**

- It takes about a minute to format a floppy disk. Once the formatting is complete, the LCD screen returns to the Disk menu automatically.

L2 Formats a 2HD disk.

L3 Formats a 2DD disk.



F1 Cancels formatting and takes you to the Disk menu.
F7 Starts formatting the disk.

Getting Assistance: Using Help and Demo

The first time you sit at the Concert Performer, you may feel overwhelmed by the wealth of features and options that it offers. You will find, though, that if you keep this Owner's Manual handy you can learn to use the different functions as you need them, at your own pace. And, there is certainly nothing wrong with only using a few basic features, and thoroughly enjoying them. After all, the Concert Performer is first and foremost a musical instrument, and its whole purpose is to provide you with the tools for musical expression and fun no matter your skill level.

There are times when you might not have the Owner's Manual at your side, and you need an explanation of a button or feature. Fortunately, there are built-in Help guides to give you a hand. The Help function provides a basic introduction and overview of most of the features found in the CP.

There are also many built-in Demostration songs that really show of the musical potential of the Concert Performer. These songs were composed by some of the top musicians in the music industry, and will undoubtedly impress and inspire you.

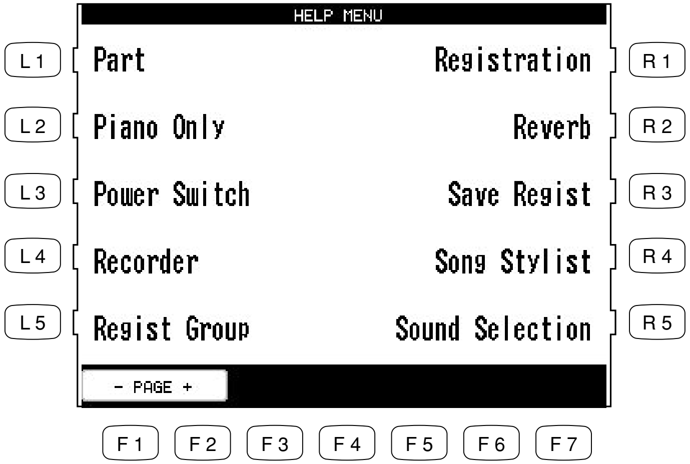
Using the Help

To get Help, simply press the HELP button to the left of the display. The display will show an explanation on the function or feature that you are presently working on. Help is available at any time, except when the CP is busy recording your performance or accessing a floppy disk.

To use the Help:

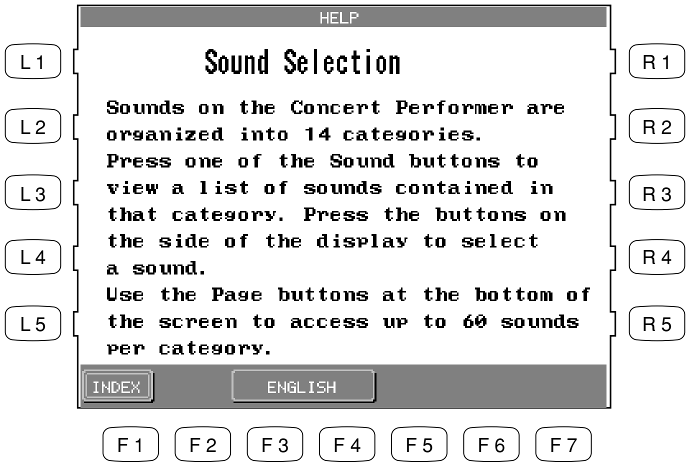


1) **Press the HELP button. The Help text will be displayd in the LCD screen.**
2) **If the text is not what you are looking for, press the INDEX (F1) button to list the HELP topics. Use the F1 and F2 buttons to list more topics on the other pages.**
3) **Use the appropriate L or R button to select the topic, and the text will be displayed.**
4) **Use the F3 or F4 button to change the language. English, German, French, and Spanish are available.**
5) **To leave Help, press the EXIT button.**



Use the L and R buttons to selct a Help topic.

F1, F2 Searches for more Help topics on the other pages.



F1 Takes you to the Help menu.
F3, F4 Selects the language.

Using the Demonstrations

There are two types of Demonstrations programmed in the CP piano.

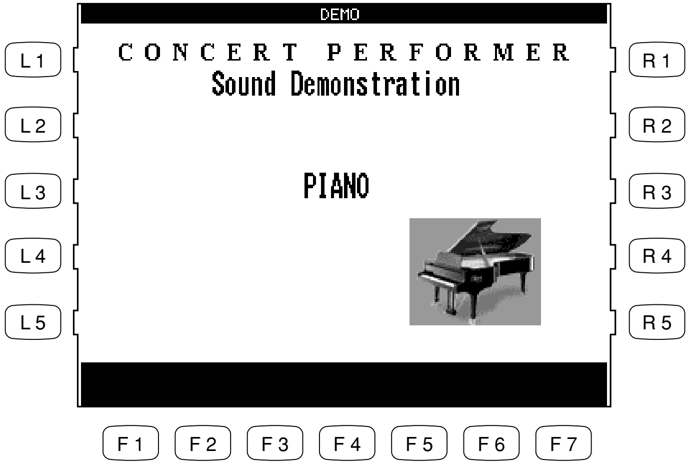
Sound Category Demos
Each Sound category has a song, or songs, that demonstrate the sound choices and capabilities found in the category.

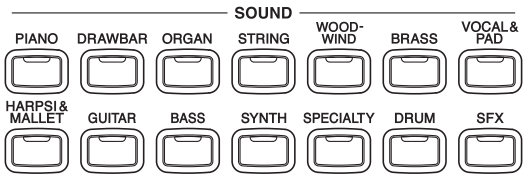
Style Category Demos
Each Style category has a song, or songs, that demonstrate how the Auto-Accompaniment Styles can be used.

To listen to a Sound/Style Demo:

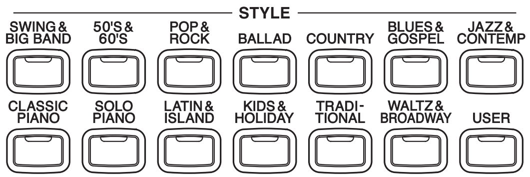


1) **Press the DEMO button.**
2) **Select your preferred Demo piece by either,**
   pressing any of the SOUND category buttons to select a Sound Demo,
   or pressing any of the STYLE category buttons to select a Style Demo.
   Sound or Style categories may have more than one demo songs played in sequence. Press the Sound or Style button repeatedly to skip to the next demo song.
3) **To exit, press the EXIT, PLAY/STOP or the DEMO button.**





The SOUND category buttons are used to select the demo for that sound category.



The STYLE category buttons are used to select the demo for that Style category.

- When a selected Demo song ends, another song of the same type will be randomly chosen from another category and played. You can select another demo song at any time by pressing the appropriate button.

Preset Sounds

PIANO

PAGE 1	PAGE 2	PAGE 3	PAGE 4
Concert Grand	Mellow Grand	Jazz Grand	New Age Piano
Studio Grand	Rock Grand	Crystal EP	New Age Piano 2
Modern Piano	Honky Tonk	Piano & Guitar	New Age Piano 3
Electric Grand	Electric Grand 2	Mono Grand	Piano & Vibes
Piano Octaves	Piano Octaves 2	Wide Honky Tonk	New Age EP
Classic EP	Classic EP 2	Piano & EP	New Age EP 2
Modern EP	Classic EP 3	Piano & EP 2	New Age EP 3
Modern EP 2	Modern EP 3	Piano & EP 3	
60's EP	EP Legend	Piano & Organ	
Tremolo EP	EP Phase	Piano & Organ 2	

DRAWBAR

PAGE 1	PAGE 2	PAGE 3	PAGE 4
Be 3	Be More	Drawbar Bass	Jazz Organ
Jazzer	Be Nice	16' Drawbar	Jazz Organ 2
Hi-Lo	Odd Man	8' Drawbar	Rock Organ
Full Organ	Screamin'	5 1/3' Drawbar	
Mellow	Hollow	4' Drawbar	
Drawbar	Drawbar 2	2 2/3' Drawbar	
Percussive Organ	Percussive Organ 3	2' Drawbar	
Percussive Organ 2	Drawbar 3	1 3/5' Drawbar	
4' percussion	Soft Solo	1 1/3' Drawbar	
2 2/3' percussion	Key Click	1' Drawbar	

ORGAN

PAGE 1	PAGE 2	PAGE 3	PAGE 4
Full Pipes	Baroque Mix	8' Reed	Small Ensemble 2
Small Ensemble	8' Diapason	8' Flute Celeste	8' & 4' Diapason
8' Celeste	Church Organ 3	8' Flute Chiff	Principal Choir
Church Organ	Puff Organ	2 2/3' Flute Chiff	Stopped Pipe
Church Organ 2	Electronic Organ 2	8' Flute	Principal Pipe
Electronic Organ	60's Organ	8' & 2' Flute	Chiffy Tibia
Mixer	Reed Organ	4' & 2' Flute	
Theater Organ	Theater Organ 3	2 2/3' Flute	
Theater Organ 2	Theater Organ 4	1 3/5' Flute	
Reeds	8' Diapason 2	8' Diapason 3	

STRING

PAGE 1
Beautiful Strings
String Ensemble
String Ensemble 2
Synth Strings
Synth Strings 2
Violin
Viola
Cello
Contrabass
Harp

PAGE 2
String Quartet
Strings & Brass
Warm Strings
Synth Strings 3
60's Strings
Slow Violin
Tremolo Strings
Pizzicato
Orchestra Hit
String & Harp

PAGE 3
Violin Ensemble
Cello Ensemble
String Bass Ens
Mono Strings
Strings & Bell
Strings & Piano
Strings & Piano 2
Slow Cello

PAGE 4
Octave Strings
String Sustaining
Synth String Orch
String Sforzando

WOODWIND

PAGE 1
Alto Sax
Tenor Sax
Baritone Sax
Soprano Sax
Big Band Winds
Flute
Clarinet
Pan Flute
Oboe
Orchestral Winds

PAGE 2
Soft Alto Sax
Soft Tenor Sax
Breathy Tenor Sax
Sax Section
Piccolo
Jazz Flute
Jazz Clarinet
Recorder
English Horn
Bassoon

PAGE 3
Flute & Mute Tpt
Flute & Strings
Octave Saxes
Big Band Winds 2
Orchestral Flute
Orch Clarinet
Orchestral Winds 2
Oboe & Bassoon

PAGE 4
Pan Flute 2
Piccolo 2
Slow Pan Flute
Recorder 2

BRASS

PAGE 1
Solo Trumpet
Muted Trumpet
Cup Mute Trumpet
Trumpet
Trombone
French Horns
Tuba
Brass Section
Synth Brass
Synth Brass 2

PAGE 2
Flugel Horn
Muted Trumpet 2
Cup Mute Trombone
Bright Trombone
Trombone 2
Warm French Horn
Jump Brass
Brass Section 2
Synth Brass 3
Synth Brass 4

PAGE 3
Bright Solo Tpt
Trumpet Ensemble
Trumpet & Alto
Trombone & Tenor
Brass & Sax
Brass Pad
Mute Brass Ens
French Horn & Strg

PAGE 4
Dixieland Trumpet
Sentimental Bone
Brass & Synth
Brass & Synth 2

VOCAL & PAD

PAGE1
Choir Aahs
Voice Oohs
Itopia
Warm Pad
Brightness
Atmosphere
New Age
Sweep
Polysynth
Voice

PAGE 2
Choir Aahs 2
Humming
Choir
Sine Pad
Halo
Synth Vocal
Bowed
Metallic
Soundtrack
Analolog Voice

PAGE 3
Slow Choir
Breathy Choir
Ooh
Choir & String
Bright Warm Pad
Metallic Pad 2
Polysynth 2
New Age 2

PAGE 4
Halo 2
Brightness 2
New Age 3
New Age 4

HARPSI & MALLET

PAGE 1
Harpsichord
Clavi
Celesta
Handbells
Church Bells
Steel Drums
Vibraphone
Marimba
Xylophone
Music Box

PAGE 2
Harpsichord Octave
Synth Clavi
Glockenspiel
Carillon
Tubular Bells
Rolling Steel Drum
Rolling Vibes
Rolling Marimba
Synth Mallet
Hard Marimba

PAGE 3
Soft Marimba
Wide Marimba
Wide Vibraphone
Harpsichord 2
Wide Harpsichord
Muted Handbells
Vibes & Guitar
Octave Vibes
Steel Drums 2

PAGE 4
Harpsi & Strings
Harpsi & Pipes
Harpsi & Strings 2
Harpsi & Pipes 2

GUITAR

PAGE 1
Finger Nylon Gtr
Nylon Acoustic
Steel Guitar
Electric Guitar
Jazz Guitar
Pedal Steel
Country Lead
Muted Electric
Overdrive
Distortion

PAGE 2
Nylon Acoustic 2
Steel String 2
12 String
Electric Guitar 2
Electric Guitar 3
Hawaiian Guitar
Rhythm Guitar
Ukulele
Cutting Guitar
Elec Gtr Harmonics

PAGE 3
Nylon Acoustic 3
Jazz Guitar 2
Nylon Electric
Guitar & Strings
Guitar Pad
Guitar Feedback
Dynamic Overdrive
Dist Feedback
Dist Rhythm
Gtr Fret Noise

PAGE 4
Jazz Guitar 3
Delayed Elec Gtr
Mellow Steel Strg
Pedal Steel 2
Muted Guitar 2
Gtr Cutting Noise

BASS

PAGE 1	PAGE 2	PAGE 3
Acoustic Bass	Acoustic Bass 2	Octave Fretless
Electric Bass	Finger Slap Bass	Poly Synth Bass
Finger Bass	Warm Synth Bass	Clavi Bass 2
Pick Bass	Clavi Bass	Ac Bass & Piano
Fretless Bass	Hammer Bass	Elec Bass & Piano
Ac Bass & Ride	Elec Bass & Ride	Acoustic Bass 3
Slap Bass	Slap Bass 2	Acoustic Bass 4
Synth Bass	Synth Bass 3	
Synth Bass 2	Synth Bass 4	
Attack Bass	Rubber Bass	

SYNTH

PAGE1	PAGE 2	PAGE 3	PAGE 4
Classic Synth	Classic Synth 3	Multi Sweep	Analog Brass 3
Classic Synth 2	Fifth	Warm Sweep	Square Comp
Square	Square 2	Bowed 2	Square Pad
Sine	Sequenced Analog	Saw Pad	Goblin
Chiff	Charang	Big Saw	
Bass & Lead	Lead	Octave Saw	
Wire Lead	Soft Wire Lead	Clean Square	
Crystal	Echo Bell	Square Lead	
Rain Pad	Caliope		
Analog Brass	Analolog Brass 2		

SPECIALTY

PAGE 1	PAGE 2	PAGE 3	PAGE4	PAGE5
Strumming Ac Gtr	Picking Elec Gtr	Accordion	Shakuhachi	Taisho Koto
Strumming Ac Gtr 2	Pick/Strum Gtr	French Accordion	Sitar	Bag Pipe
Picking Ac Gtr	Pick/Strum Gtr 2	Tango Accordion	Blown Bottle	Euro Hit
Picking Ac Gtr 2	Strumming Mandolin	French Accordion 2	Koto	Bass Hit Plus
Mandolin	Strumming Banjo	Accordion 2	Kalimba	
Banjo	Blues Harmonica	Celtic Harp	Ocarina	
Picking Banjo	Wah Harmonica	Dulcimer	Shamisen	
Harmonica	Wah Harmonica 2	Mellow Mandolin	Sitar 2	
Whistle	Fiddle	Whistlers	Shanai	
Strumming Elec Gtr	Slow Fiddle			

DRUM

PAGE 1
Standard Kit
Jazz Kit
Brush Kit
Room Kit
Power Kit
Analog Kit
Dance Kit
Electric Kit
Orchestra Kit
Standard Kit 2

PAGE 2
Timpani
Rolling Timpani
Taiko Drums
Melodic Toms
Concert Bass Drum
Woodblock
Agogo
Tinkle Bell
Castanet
Reverse Cymbal

PAGE 3
Sleigh Bells
Triangle
Repeating Castanet
Cym & Bass Drum
Snare Roll
Melodic Tom 2
Synth Drum
Rhythm Box Tom
Electric Drum
Snare Roll 2

PAGE 4
Soft Timpani
Soft Timpani Roll
Orch Cymbal & BD
Finger Snap
Tambourine
Bass Drum
Hand Clap
Crash Cymbal Mute

SFX

PAGE 1
SFX Kit
Applause
Seashore
Stream
Rain
Thunder
Wind
Bird Tweet
Laughing
Screaming

PAGE 2
Telephone
Helicopter
Gunshot
Explosion
Machine Gun
Siren
Foot Step
Door Slam
Dog Barking
Telephone 2

PAGE 3
Wind Chime
Car Passing
Car Stopping
Breath Noise
Horse Gallop
Door Creak
Car Engine
Car Crash
Train
Jet Plane

PAGE4
Starship
Punch
Heartbeat
Laser Gun
Scratch
Trolley Bell
Whistle Down
Whistle Up
Bubble

Preset Styles

SWING & BIG BAND

PAGE 1

Fast Big Band
Fast Big Band 2
Medium Big Band
Slow Big Band
Night Club
Medium Swing
Medium Swing 2
Nice and Easy
Slow Swing
Slow Swing 2

50'S & 60'S

PAGE 1

50's Rock
50's Rock 2
50's Rockabilly
50's Folk
Rock Rhumba
Surf Rock
60's Pop
60's Pop 2
Motown
Motown 2

PAGE 2

50's Rock 3
60's Rock
60's Rock 2
60's Folk Rock
60's R&B
60's R&B 2

POP & ROCK

PAGE1

70's R&B
70's R&B 2
Disco
Disco 2
Disco 3
Latin Rock
80's Rock
Pop / Rock
Classic Rock
Slow Rock

PAGE2

70's Country Rock
70's Pop Rock
Folk Rock
Rock Shuffle
Pop Shuffle
80's Dance
Pop / Funk

BALLAD

PAGE 1

Modern Ballad
Pop Ballad
6/8 Ballad
70's Pop Ballad
Pop Ballad 2
Mod Country Ballad
Country Pop Ballad
50's Ballad
50's Orch Ballad
50's Ballad 2

PAGE 2

Modern Ballad 2
Modern Ballad 3
R&B Ballad
R&B Ballad 2
Folk Rock Ballad
Country Ballad
70's Rock Ballad
Rock Ballad
Rock Ballad 2
Soft Rock Ballad

COUNTRY

PAGE1

Country Shuffle
Country Stomp
Boot Scootin
Train Beat
Modern Train Beat
Bluegrass
Texas Swing
Redneck Rock
Country Rock
Country Rock 2

PAGE2

Country Pop 2 Beat
Road Trip

BLUES & GOSPEL

PAGE1

KC Blues
Slow R&B
Fast R&B
Blues / Rock
Slow Blues
Gospel Shuffle
Southern Gospel
Fast Gospel
Slow Gospel
6/8 Gospel

JAZZ & CONTEMP

PAGE 1

Smooth Jazz
Jazz / pop
Latin Jazz
Jazz R&B
Latin Jazz 2
Cont 16 Beat
Cont 16 Beat 2
Jammin Organ
Cont 8 Beat
Cont 8 Beat 2

CLASSIC PIANO

PAGE 1

Showman
Pops Piano
Table for Two
Ragtime
Country Piano
Rock Legend
Toons
Boogie

SOLO PIANO

PAGE 1

Swing
Two Beat
Two Beat Shuffle
Bossa
Boogie
Pop
Pop Ballad
3/4 Standard
Dixieland
New Age

PAGE 2

Fast Show
Swing Standard
Standard Ballad
Pop Waltz
Jazz Waltz
Country Ballad
Country waltz
New Age 2
New Age 3
6/8 Pop/Rock

LATIN & ISLAND

PAGE 1

Bossa Nova
Bossa Nova 2
Salsa
Samba
Beguine
Hawaiian
Reggae
Calypso
Mambo
Rhumba

KID & HOLIDAY

PAGE 1

Kids March
Kids 6/8 March
Kids 2 Beat
Kid 2 Beat Shuffle
Kids 3/4
Kids Folk 2 Beat
3/4 Lullaby
4/4 Lullaby

PAGE2

Holiday 4/4
Holiday Two Beat
Holiday Shuffle
Holiday Rock
Holiday Waltz
Holiday Waltz 2
Holiday Waltz 3
Holiday Waltz 4

TRADITIONAL

PAGE1

Foxtrot
Soft Shoe
Polka
Cha Cha
Dixieland
Two Beat
Ballroom
Tango
March
March 2

PAGE2

Cha Cha 2
Polka 2
Torchlight

WALT & BROADWAY

PAGE1

Standard Waltz
Standard Waltz 2
Orchestral Waltz
Classic Waltz
Traditional Waltz
Medium Show Beat
Fast Show Beat
Fast Show Beat 2
Medium Show Swing
Medium Show Beat 2

PAGE2

Country Waltz
Country Waltz 2
Jazz Waltz
French Waltz
European Waltz
12/8 Slow
Slow Show
Dixie Show
3/4 Show
6/8 Show

Song Stylists

A

Achy Breaky Heart
Ain't Misbehavin'
Ain't No Woman
Ain't Too Proud
All I Wanna Do
All Of Me
All Shook Up
Alley Cat
Aloha Oe
Always A Woman
Always On My Mind
Amazing Grace
America
American Pie
Annie's Song
Anniversary Waltz
Anything Goes
Arthur's Theme
As Time Goes By
At The Hop
Auld Lang Syne
Aura Lee
Autumn Leaves

B

Baby Face
Bad Leroy Brown
Beauty & The Beast
Beer Barrel Polka
Begin The Beguine
Behind Closed Door
Benny And The Jets
Best Of My Love
Bewitched
Bill Bailey
Billie Jean
Birthday Song
Blue Bayou
Blue Bossa
Blue Moon
Blue Suede Shoes
Blue Velvet
Blueberry Hill
Body And Soul
Boogie Bugle Boy
Boot Scootin'
Boy From NY City
Brick House
Bridge Over Water
Brown Eyed Girl
By The Time I Get
Bye Bye Love

C

Cabaret
California Dreamin
California Girls
Can You Feel Love
Canadian Sunset
Candle In The Wind
Can't Get Started
Can't Help Falling
Can't Hurry Love
Can't Smile
Can't Stop Loving
Careless Whisper
Celebration
Chain Of Fools
Chances Are
Change The World
Chantilly Lace
Chapel Of Love
Chatt. Choo Choo
Chattahoochee
Cherish
Cherry Pink&Apple
Chicago
Christmas Song
Climb Ev'ry Mtn
Close To You
Colors Of The Wind
Come Rain Or Shine
Comin Up Roses
Copacabana
Corcovado
Could I Have Dance
Could It Be I'm
Could It Be Magic
Coward Of County
Crazy
Crazy Little Thing
Cruisin Down River
Crusin'

D

Dance To The Music
Dancin' In Street
Daniel
Days Of Wine Roses
Deep Purple
Deja Vu
Desafinado
Desperado
Didn't We Almost
Dock Of The Bay
Don't Be Cruel
Don't Cry For Me
Don't Fall In Love
Don't Fence Me In
Don't Get Around
Don't Give Up On
Don't It Make My
Don't Worry B Hapy
Downtown
Dream
Dueling Banjos

E

Earth Angel
Ebony & Ivory
Edelweiss
Elvira
End Of The Road
Endless Love
Evergreen
Every Breath You
Everybody Plays
Everything I Do
Everything Is Beau
Evil Ways
Eyes Of Love

F

Falling In Love
Fascination
Feelings
Feels So Good
Feels So Right
Ferry Cross Mersey
Fever
Fields Of Gold
Fire & Rain
Flashdance
Fly Me To The Moon
Folsom Prison
For All We Know
For He's A Jolly
Forever And Ever
Free Ride
Freeway Of Love
Friends Low Places
Friends See Me Now
From A Distance

Frosty The Snowman
Fun, Fun, Fun

G

Gambler, The
G'bye Yellow Brick
Georgia On My Mind
Georgy Girl
Get Down Tonight
Get Me To Church
Gimme Some Lovin'
Girl From Ipanema
Give My Regards To
Glory Of Love, The
Glow Worm
Goin Out Of My Hed
Good Golly MsMolly
Great Balls O Fire
Greatest Love,The
Green Green Grass
Green Onions
Groovin
Guitars, Cadillacs

H

Handy Man
Happy Birthday
Happy Together
Happy Trails
Hard Days Night
Harlem Nocturne
Hawaiian Wedding
Heard It Grapevine
Heart Will Go On
Heartbreak Hotel
Heat Is On
Heatwave
Heaven
Hello Dolly
Hello Mary Lou
Help
Help Me Make It
Here Comes Santa
Here's Rainy Day
Hey Jude
Hold Your Hand
Holly Jolly Xmas
Honesty
Honky Tonk Man
Honky Tonk Woman
Hound Dog
How Am I Supposed
How Deep Is Love
How Great Thou Art
How Insensitive
How Sweet It Is
Hurts So Good
Hustle, The

I

I Believe
I Could Write Book
I Don't Know How
I Fall To Pieces
I Get Around
I Got A Name
I Got Rhythm
I Just Called To
I Need Your Lovin
I Only Have Eyes
I Saw Mommy Kiss
I Shot The Sheriff
I Walk The Line
I Will Always Love
I Will Survive
I Write The Songs
If Ever I Lose My
If I Had A Hammer
If You Don't Know
I'll Be Home Xmas
I'll Be There
I'll Fly Away
I'm A Believer
I'm A Country Boy
Imagine
In The Mood
Islands In Stream
Isn't It Romantic
Isn't She Lovely
It Had To Be You
It's A Grand Night
It's A Small World
It's My Party
It's Not For Me
It's Now Or Never
It's Too Late

J

Jailhouse Rock
Jambalaya
Jingle Bell Rock
Jingle Bells
Johnny B. Goode
Joy To The World
Juke Box Sat. Nite
Jump
Just A Closer Walk
Just A Gigolo
Just As I Am
Just My Imaginatn
Just Once
Just The Two Of Us
Just Way You Are

K

Kansas City
King Of The Road
Kokomo
Kum Ba Yah

L

La Bamba
Lady
Last Dance
Last Date
Laughter In Rain
Lay Down Sally
Layla
Leaving Jet Plane
Let It Be
Let It Snow!
Lets Get It On
Let's Stay Togethr
Light My Fire
Loco-Motion, The
Lollipop
Long Winding Road
Look Of Love
Love Boat, The
Love First Degree
Love Is A Many
Love Is Blue
Love Me Tender
Loves Me Like Rock
Love's Theme
Luchenbach Texas
Lucille
Lyin Eyes

M

Macho Man
Mack The Knife
Mammas Don't Let
Mandy
Maniac
Margaritaville
Marianne
Me And Bobby McGee
Memory
Mercy Mercy Me
Merry Little Xmas
Michael Row Boat
Midnight Hour
Midnight Train 2GA
Misty
Monday Monday
Moon River
Moonlight In VT
More
Morning Dance
Mr. Bojangles
Mrs. Robinson
Music Box Dancer
Music Music Music
My Cherie Amore
My Favorite Things
My Funny Valentine
My Girl
My Life
My Wild Irish Rose

N

Nadia's Theme
New Kid In Town
New York, New York
Night And Day
Night Fever
Norwegian Wood

O

Ode To Joy
Oh What A Beautifl
Oklahoma
Old Cape Cod
Old Rugged Cross
Old Time R & R
Old Time Religion
On Street Where U
On The Road Again
On Top Ole Smoky
One (Chorus Line)
Only You
Ooh Baby Baby
Open Arms
Orange Blossom
Our Day Will Come
Over The Rainbow

P

Party's Over, The
Peace In Valley
Peaceful Easy Feel
Peanuts' Theme
Penn. 6-5000
People
Phantom
Physical
Piano Man
Pink Panther
Please Mr. Postman
Please Release Me
Precious Memories
Pretty Woman
Proud Mary
Puff Magic Dragon

Q

Quando, Quando
Que Sera, Sera

R

Rainbow Connection
Ramblin Rose
Red Red Wine
Red Roses
Rescue Me
Respect
Reunited
Rhinestone Cowboy
Rock Around Clock
Rock This Town
Rocket Man
Rockin' Xmas Tree
Rocky Mtn High
Rocky Top
Rose Garden
Rose, The
Rudolph

S

San Francisco
Satin Doll
Satisfaction
Save Best For Last
Send In The Clowns
Sentimental Reason
September
Seventy-six Bones
Shadow Your Smile
Shake Your Booty
Shake,Rattle,Roll
Sh-Boom
She Believes In Me
She Loves You
She's In Love
Shop Around
Signed Sealed Del
Silent Night
Singing In Rain
Sixteen Tons
Sleigh Ride
Smoke Gets in Eyes
Smooth Operator
Snow Bird
Some Day My Prince
Some Enchanted Eve
Something
Something To Talk
Somewhere Out Ther
Song Sung Blue
Soul Man
Sound of Music
Spanish Eyes
Spanish Harlem
St. Elmo's Fire
St. Thomas
Stand By Me
Stand By Your Man
Stompin' Savoy
Stormy Weather
Strangers In Night
String Of Pearls
Summer Breeze
Summer Place, A
Summer Samba
Summertime
Summertime Blues
Sunny
Sunrise, Sunset
Surfin USA
Surrey With Fringe
Sweet Caroline
Sweet Home Alabama
Swingin On A Star

T
Take It Easy
Take Me Out To The
Take The A Train
Take This Job And
Takin Care Bizness
Tammy
Tea For Two
Tears In Heaven
Tempted
Tennessee Watlz
Tequila
Tequila Sunrise
Thanks For Memory
That Kind Of Girl
That'll Be The Day
That's Amore
That's Life
That's The Way
That's What Friend
Then Came You
There's No Bizness
Think
This Masquerade
Three Coins In A
Three Times A Lady
Through The Years
Time In A Bottle
Tiny Bubbles
To All The Girls
Tomorrow
Tonight
Top Of The World
TROUBLE
Try To Remember
Turn Turn Turn
Tutti Frutti
Tuxedo Junction
Twist & Shout
Twist, The

U
Unchained Melody
Under Boardwalk
Unforgettable
Up Where We Belong

V
Ventura Highway

W
Wake Little Susie
Wake Me Up
Walk On By
Walkin' Midnight
Wasted Days And
Watch What Happens
Wave
Way We Were, The
Way You Do, The
We Are Family
We Are The World
We're In This Love
We've Got Tonight
We've Only Begun
What A Friend
What I Did 4 Love
What Wondrful Wrld
What Would U Think
When A Man Loves A
When Can I See You
When I Fall n Love
When I'm 64
When Irish Eyes
When Sunny Gets
When The Saints Go
When U Wish Upon
Where Did Love Go
White Christmas
Whole New World, A
Why Do Fools Fall
Wind Beneath Wings
Winter Wonderland
Wipe Out
With A Little Help
With Or Without U
Woman

Y
Yakety Sax
Yesterday
YMCA
You Light Up Life
You Make Me Feel
You Needed Me
You Send Me
Your Cheatin Heart
Your Song
You're 16
You're So Vain
You've Got Friend
You've Lost That

Concert Magic Songs

The words in bold type are the title displayed in the LCD screen.

Song Title	Type	Lyrics
Children's Songs		
***Twinkle, Twinkle**, Little Star*	MP	✔
*I'm A **Little Teapot***	MP	✔
This Old Man	MP	✔
Mary** Had A **Little Lamb	MP	✔
London Bridge	MP	✔
*Row, Row, **Row Your Boat***	MP	✔
***Hickory Dickory** Dock*	MP	✔
Pop** Goes **The Weasel	MP	
***Good Morning** To You*	MP	✔
Frère Jacques	MP	✔
*The **Farmer In The Dell***	MP	✔
Bingo	MP	✔
Itsy, Bitsy Spider	MP	✔
*Where, O Where Has My **Little Dog Gone**?*	EB	✔
The Muffin Man	MP	✔
Three Blind Mice	MP	✔
***Old MacDonald** Had A Farm*	MP	✔
*Did You Ever **See A Lassie?***	MP	✔
Ten Little Indians	MP	
Brahm's Lullaby	SK	✔
Rock A Bye Baby	MP	✔
***Here We Go Round** The Mulberry Bush*	MP	✔
Little Brown Jug	MP	✔
***She'll Be Comin'** Around The Mountain*	EB	✔
Whistler And** His **Dog	SK	
Polly Wolly Doodle	MP	

Song Title	Type	Lyrics
Chopsticks	SK	
Christmas Songs		
***Hark** The **Herald Angels** Sing*	MP	✔
Jingle Bells	MP	✔
Deck The Halls	MP	✔
*O Come **All Ye Faithful***	MP	✔
Joy To The World	MP	✔
The First Noel	MP	✔
Silent Night	MP	✔
*We Wish You A **Merry Christmas***	MP	✔
***What Child Is This**?*	MP	✔
Angels** We Have Heard **On High	MP	✔
*It Came Upon A **Midnight Clear***	MP	✔
Away In A Manger	MP	✔
O Holy Night	EB	✔
*O Tannenbaum (**O Christmas Tree**)*	MP	✔
*The Twelve Days Of Christmas (**12 Days of Christmas**)*	MP	✔
***We Three Kings** Of Orient Are*	MP	✔
***O Little Town** Of Bethlehem*	MP	✔
Ave Maria	SK	
Patriotic Songs		
*My **Country 'Tis Of Thee***	MP	✔
***Battle Hymn** Of The Republic*	MP	✔
***America** The Beautiful*	MP	✔
Yankee Doodle	MP	✔
Hail To The Chief	MP	✔

Song Title	Type	Lyrics
Washington Post *March*	SK	
You're A ***Grand Old Flag***	EB	✔
Stars And Stripes *Forever*	SK	
Anchors Aweigh	SK	✔
Under The ***Double Eagle***	SK	
Star Spangled *Banner, The*	MP	

American Classics

Song Title	Type	Lyrics
Danny Boy	EB	✔
Down In The Valley	EB	✔
Let Me ***Call You Sweetheart***	EB	✔
Home Sweet Home	EB	✔
My Bonnie *Lies Over The Ocean*	MP	✔
In The ***Good*** *Old* ***Summertime***	EB	✔
For He's A ***Jolly Good Fellow***	MP	✔
Bill Bailey *Won't You Please Come Home*	EB	✔
Give My Regards *To Broadway*	SK	✔
Clementine	MP	✔
Fascination	SK	
Home On The Range	MP	✔
Take Me Out ***To The Ballgame***	EB	✔
Auld Lang Syne	MP	✔
Michael Row *The Boat Ashore*	MP	✔
Oh, Susanna	SK	✔
On ***Top Of Old Smokey***	EB	✔
Bicycle *Built* ***For Two***	EB	✔
The Camptown Races	MP	✔
The Band Played On	EB	✔
When ***Johnny Comes*** *Marching* ***Home***	MP	✔
When The Saints *Go Marching In*	EB	✔
Beautiful Dreamer	EB	✔
Ta Ra *Ra* ***Boom De Ay***	MP	✔
Turkey In *The* ***Straw***	SK	
Blue ***Bells Of Scotland***	MP	✔
Down By *The* ***Riverside***	SK	✔
By The Light Of The ***Silvery Moon***	SK	✔
Shine On ***Harvest Moon***	SK	✔
American Patrol *March*	MP	
Dixie	SK	✔
Yellow Rose *Of Texas*	SK	✔
Arkansas Traveler	MP	✔
Old Kentucky Home	SK	✔
Red River Valley	EB	✔
The Entertainer	SK	
Old Folks At Home	SK	✔
Maple Leaf Rag	SK	
After The Ball *Is Over*	SK	✔
After You've Gone	EB	✔
Thunder And Blazes	SK	
Annie Laurie	MP	✔
Wabash Cannonball	SK	✔
I've Been Working ***On The Railroad***	EB	✔
Grandfather's Clock	EB	✔
Aloha Oe	MP	

(continue)

EB: Easy Beat, MP: Melody Play, SK: Skilfull

Favorite Hymns

Song Title	Type	Lyrics
Fairest Lord Jesus	MP	✔
Amazing Grace	MP	✔
Doxology	MP	✔
For The Beauty *Of The Earth*	MP	✔
O Worship *The* ***King***	MP	✔
The ***Old Rugged Cross***	MP	✔
Holy, Holy, Holy	MP	✔
What A Friend *We Have In Jesus*	MP	✔
Rock Of Ages	MP	✔
Trust And Obey	MP	✔
Sweet ***Hour Of Prayer***	MP	✔
Just As I Am	MP	✔
Jesus Loves The ***Little Children***	MP	✔
A Mighty Fortress	MP	✔
Christ *The Lord* ***Is Risen*** *Today*	MP	✔
It Is ***Well With My Soul*** *(When Peace Like)*	MP	✔
Crown Him ***With Many Crowns***	MP	✔
Blest Be The Tie *That Binds*	MP	✔
Come Thou ***Almighty King***	MP	✔
My Jesus*, I Love Thee*	MP	✔
The Church's ***One Foundation***	MP	✔
Gloria Patri	MP	✔
The Solid Rock	MP	✔
Standing *On The* ***Promises***	MP	✔
I Need Thee *Every Hour*	MP	✔
Savior ***Like A Shepherd*** *Lead Us*	MP	✔
Stand Up, ***Stand Up For Jesus***	MP	✔
Onward *Christian* ***Soldiers***	MP	✔

Song Title	Type	Lyrics
All ***Hail The Power*** *Of Jesus Name*	MP	✔
To God Be *The* ***Glory***	MP	✔
Hallelujah Chorus	SK	
Jesu*, Joy of* ***Man's Desiring***	SK	

Classical Selections

Song Title	Type	Lyrics
Andante *from Symphony No. 94 by Haydn*	MP	
Fur Elise *by Beethoven*	EB	
An Die Freude *(Ode To Joy)*	MP	
Clair De Lune *by Debussy*	SK	
Skater's Waltz	SK	
Peter And The Wolf	SK	
Minuet In G *by J.S. Bach*	SK	
Romeo And Juliet	SK	
Blue Danube Waltz	SK	
Sleeping Beauty *Waltz*	EB	
Gavotte *by Gossec*	SK	
Waltz Of *The* ***Flowers***	SK	
Toreador Song *from "Carmen" by Bizet*	SK	
*"****Fledermaus****" by J. Strauss*	EB	
Norwegian Dance *by Grieg*	SK	
William Tell *Overture*	SK	
Can Can	SK	
Emperor Waltz	SK	
March Militaire *by Chopin*	SK	
Grand March *from "Aida" by Verdi*	SK	
Gymnopedie *by Sati*	SK	
Gypsy Chorus *from "Carmen" by Bizet*	SK	
Largo *from Symphony No. 9 by Dvorák*	SK	

Song Title	Type	Lyrics
Prelude In A *by Chopin*	MP	
Pizzicato Polka	SK	
Rondeau *by Mouret*	SK	
Voice Of Spring	EB	
Allegro Moderato *from Symphony Nr. 8 by Schubert*	SK	

Special Occasions

Song Title	Type	Lyrics
Bridal Chorus *from "Lohengrin" by Wagner*	MP	✔
Wedding March *from "Midsummer Night's Dream" by Mendelssoh*	SK	
Pomp And Circumst*ance*	SK	
Mazel Tov	EB	

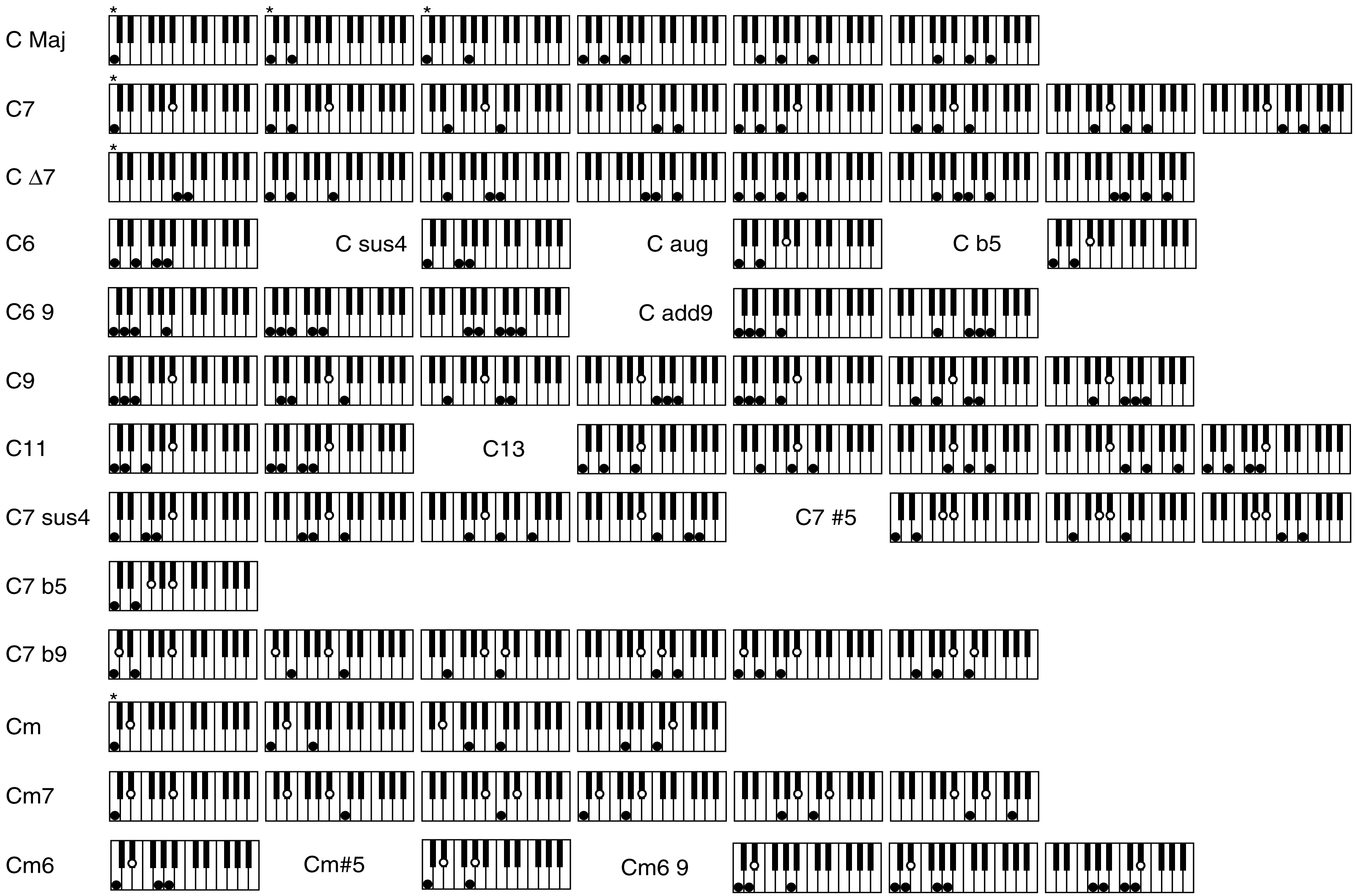
International Songs

Song Title	Type	Lyrics
When Irish Eyes *Are Smiling*	EB	✔
Hatikvah	MP	✔
My Wild Irish Rose	MP	✔
Chiapenacas	SK	
Funiculi Funicula	SK	✔
La Marseillaise	MP	✔
La Paloma	SK	✔
Santa Lucia	SK	✔
Habanera	SK	
'O Sole Mio	SK	

EB: Easy Beat, MP: Melody Play, SK: Skilfull

Table of Chord Types

This table describes the fingering of 61 types of chords, including inversions, that the CP piano recognizes. All these are represented here in the key of C, but of course any transposition of these chords to other keys apply.
Entries on the chart with an asterisk (*) are easy fingerings that can be recognized in the One-Finger mode.

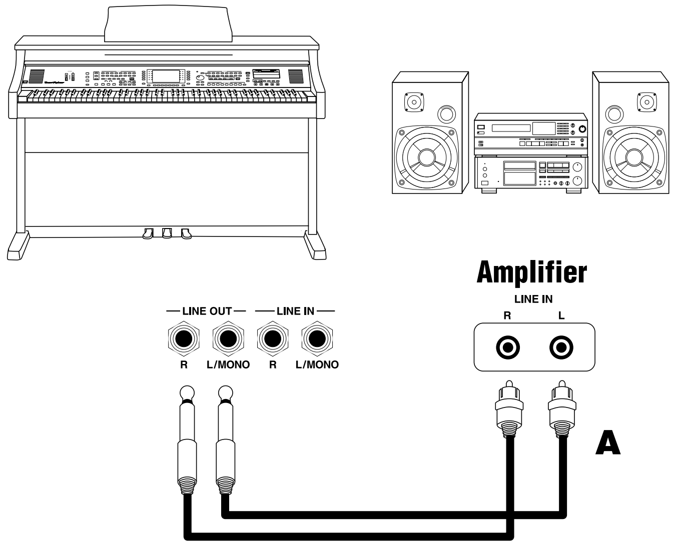



Cm9
Cm add9
Cm7 11
Cm9 11
C7 #9
C7 b9 11
C7 #11
C7 b9 #11
C7 #9 #11
C9 13
C9 11 13
C9 #11 13
C7 b9 13
C7 b9 11 13
C7 #9 13
C7 b13
C9 b13
C7 #9 b13
C7 b9 b13
Cm7 b5
Cm7 b5 9
Cm7 b5 b9
Cm7 b5 11
Cm7 b13
Cm7 11 b13
C ∆7 #5
C ∆9 13
C ∆7 b5
C ∆9 #11
C ∆9
C ∆7 13
C∆7 #11 13
C∆9 #11 13
C∆ 9 #11 13
Cm9
C dim
C dim∆7
C dim b13
C dim 9
C dim 11

Example of Connection

A. Using External Speakers

The Concert Performer has an amplifier and built-in speakers and together, they produce a powerful sound. However, for larger venues or outdoor performances, you may need to use additional amplification and speaker systems.
Standard 1/4-inch audio cables can be plugged into the CP's stereo Line Out jacks for this purpose. The CP's Master Volume will affect the signals levels output from the Line Out Jacks.

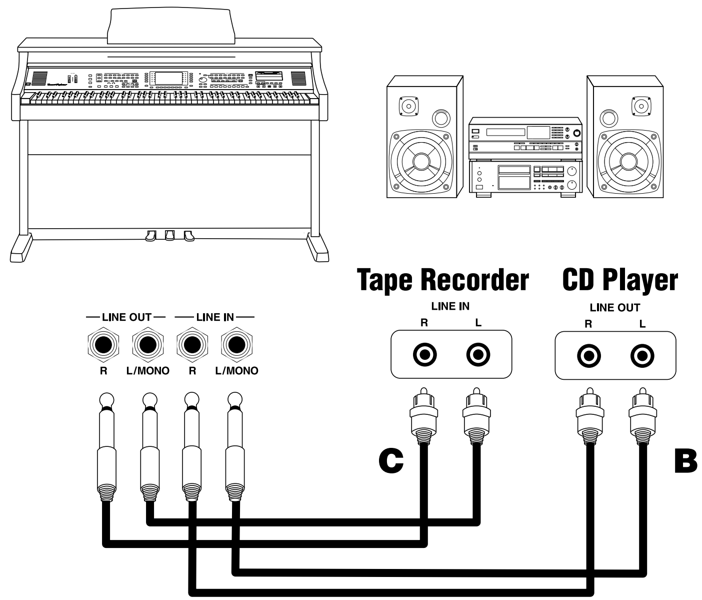


B. Using the Concert Performer with Your Home Audio System

You can connect audio cables from your stereo system or another source to the CP's Line In jacks. The sound of your stereo playing a tape, CD, or even radio will be heard through the CP's speaker system and mixed in with any sounds from the CP itself, enabling you to play along with your favorite songs! Connect the CP with your CD player or other device as illustrated.

C. Recording Your Performance with Your Tape Recorder

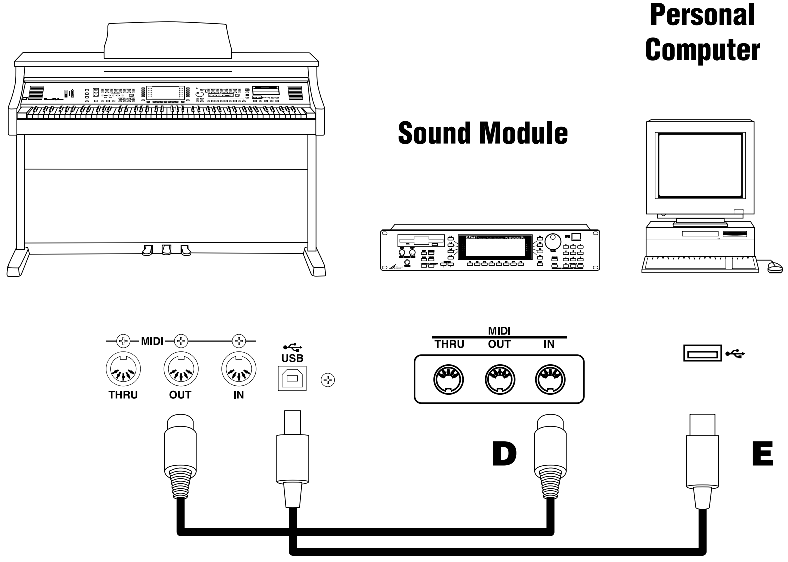
Even though the CP117 do not have a CD-R Drive you can still make a recording from your CP using the Line out Jacks. Simply connect an external CD-R recorder or other recording device (Cassette, Audio software from a personal computer etc.) to the CP's Line Out Jacks. Everything that you hear coming out of the CP's built-in speaker system is also sent out through the Line Out Jacks and can be recorded. You can also record anything that is connected to the Line In Jacks along with anything being played by the CP.



D. Using the Concert Performer with an External MIDI Instrument

MIDI lets you expand the creative possibilities of the CP by connecting it to an external MIDI device or personal computer.

Use a MIDI cable to connect the CP's MIDI Out jack to the other device's MIDI In. Likewise, connect the MIDI Out jack of the other device to the CP's MIDI In.



E. Using The Concert Performer with Your Personal Computer

Your personal computer can be used as a MIDI device as well. In order to connect your computer to the CP you will need a MIDI interface. Check with your local music store or computer dealer for more information about particular models of these interface devices. Once you have your computer connected to your Concert Performer, you can think of it as a powerful extension of the CP's own music processing abilities. There are hundreds of software programs available that you can use to do everything from learn the basics of piano playing, to creating film scores for your home movies, to composing the next great digital symphony.

If you don't wish to purchase a MIDI interface device for your computer, the Concert Performer has a special type of interface built in to it that may make the connection easier. The CP can be connected directly to the back of your computer via a USB cable.

In order for the CP and your computer to properly communicate over this USB cable, you first need to set the MIDI-USB switch located next to the MIDI jacks to USB. Also your computer must have a USB driver installed. Please read the instruction on the next page for the details about the USB driver.

USB

The Concert Performer can be connected with a personal computer with a USB cable for exchanging MIDI data. You need a USB driver installed in your computer.

[For Windows XP/Me users]
A standard USB driver is already installed in your computer. You don't need to install a new driver.

[For Windows 2000/98SE users]
You need to install the designated driver in your computer. Visit the KAWAI web site at http://www.kawai.co.jp/english/Download1.html and download the program.

[For Macintosh users]
Currently we don't have a USB driver available for Macintosh computers. Please use an appropriate MIDI interface and MIDI cables when connecting the Concert Performer to a Macintosh computer.

NOTE:
When both MIDI jacks and USB jack are connected, USB has priority.
When connecting USB cable to the Concert Performer, first connect the USB cable and then turn the power of the Concert Performer on.
It may take some time to startcommunication when the Concert Performer is connected to the computer via USB.
When USB communication is unstable with connection via hub, connect the USB cable directly to the USB port of the computer.
Turning the power of the Concert Performer on/off or disconnecting the USB cable while the following actions may cause unstable communication.

while installing USB driver
while booting up the computer
while MIDI application is working
while communicating with the computer
while the computer is in energy saver mode

* If you have any problem with USB communication, consult the instruction manual of your computer and check your computer set up.

* Windows is registerd trademark of Microsoft Corporation.

* Macintosh is registerd trademark of Apple Computer, Inc.

Program Change Numbers

Category	Sound Name	Prog	Bank MSB	Bank LSB
PIANO	Concert Grand	1	121	0
	Studio Grand	1	121	1
	Modern Piano	2	121	0
	Electric Grand	3	121	0
	Piano Octaves	1	95	1
	Classic EP	5	121	0
	Modern EP	6	121	0
	Modern EP 2	6	121	1
	60’s EP	5	121	3
	Tremolo EP	5	95	1
	Mellow Grand	1	121	2
	Rock Grand	2	121	1
	Honky Tonk	4	121	0
	Electric Grand 2	3	121	1
	Piano Octaves 2	1	95	2
	Classic EP 2	5	121	1
	Classic EP 3	5	121	2
	Modern EP 3	6	121	2
	EP Legend	6	121	3
	EP Phase	6	121	4
	Jazz Grand	1	95	8
	Crystal EP	6	95	1
	Piano & Guitar	2	95	4
	Mono Grand	1	95	3
	Wide Honky Tonk	4	121	1
	Piano & EP	2	95	1
	Piano & EP 2	2	95	2
	Piano & EP 3	2	95	3
	Piano & Organ	1	95	6
	Piano & Organ 2	1	95	7
	New Age Piano	1	95	9
	New Age Piano 2	1	95	10
	New Age Piano 3	1	95	11
	Piano & Vibes	1	95	12
	New Age EP	6	95	2
	New Age EP 2	6	95	3
	New Age EP 3	6	95	4

Category	Sound Name	Prog	Bank MSB	Bank LSB
DRAWBAR	Be 3	17	95	1
	Jazzer	18	95	1
	Hi-Lo	17	95	3
	Full Organ	18	95	4
	Mellow	17	95	5
	Drawbar	17	121	0
	Percussive Organ	18	121	0
	Percussive Organ 2	18	121	1
	4' percussion	18	95	3
	2 2/3' percussion	18	95	2
	Be More	17	95	2
	Be Nice	17	95	7
	Odd Man	17	95	6
	Screamin’	17	95	4
	Hollow	18	95	6
	Drawbar 2	17	121	3
	Percussive Organ 3	18	121	2
	Drawbar 3	17	121	1
	Soft Solo	17	95	8
	Key Click	122	95	1
	Drawbar Bass	18	95	8
	16' Drawbar	19	95	1
	8' Drawbar	19	95	2
	5 1/3' Drawbar	19	95	3
	4' Drawbar	19	95	4
	2 2/3' Drawbar	19	95	5
	2' Drawbar	19	95	6
	1 3/5' Drawbar	19	95	7
	1 1/3' Drawbar	19	95	8
	1' Drawbar	19	95	9
	Jazz Organ	18	95	11
	Jazz Organ 2	18	95	12
	Rock Organ	19	121	0

Category	Sound Name	Prog	Bank MSB	Bank LSB
ORGAN	Full Pipes	20	95	9
	Small Ensemble	20	95	8
	8' Celeste	20	95	5
	Church Organ	20	121	0
	Church Organ 2	20	121	1
	Electronic Organ	17	95	9
	Mixer	18	95	5
	Theater Organ	20	95	1
	Theater Organ 2	20	95	2
	Reeds	20	95	10
	Baroque Mix	20	95	7
	8' Diapason	20	95	6
	Church Organ 3	20	121	2
	Puff Organ	21	121	1
	Electronic Organ 2	17	95	10
	60’s Organ	17	121	2
	Reed Organ	21	121	0
	Theater Organ 3	20	95	3
	Theater Organ 4	20	95	4
	8' Diapason 2	18	95	7
	8' Reed	21	95	1
	8' Flute Celeste	21	95	9
	8' Flute Chiff	21	95	7
	2 2/3' Flute Chiff	21	95	8
	8' Flute	21	95	2
	8' & 2' Flute	21	95	3
	4' & 2' Flute	21	95	4
	2 2/3' Flute	21	95	5
	1 3/5' Flute	21	95	6
	8' Diapason 3	20	95	20
	Small Ensemble 2	20	95	25
	8’ & 4’ Diapason	20	95	24
	Principal Choir	20	95	23
	Stopped Pipe	20	95	21
	Principal Pipe	20	95	22
	Chiffy Tibia	20	95	17

Category	Sound Name	Prog	Bank MSB	Bank LSB
STRING	Beautiful Strings	45	95	1
	String Ensemble	49	121	0
	String Ensemble 2	50	121	0
	Synth Strings	51	121	0
	Synth Strings 2	52	121	0
	Violin	41	121	0
	Viola	42	121	0
	Cello	43	121	0
	Contrabass	44	121	0
	Harp	47	121	0
	String Quartet	49	95	2
	Strings & Brass	49	121	1
	Warm Strings	49	95	1
	Synth Strings 3	51	121	1
	60’s Strings	49	121	2
	Slow Violin	41	121	1
	Tremolo Strings	45	121	0
	Pizzicato	46	121	0
	Orchestra Hit	56	121	0
	String & Harp	49	95	6
	Violin Ensemble	41	95	1
	Cello Ensemble	43	95	2
	String Bass Ens	44	95	1
	Mono Strings	49	95	3
	Strings & Bell	49	95	5
	Strings & Piano	1	95	4
	Strings & Piano 2	1	95	5
	Slow Cello	43	95	1
	Octave Strings	49	95	4
	String Sustaining	49	95	10
	Synth String Orch	51	95	1
	String Sforzando	49	95	9

Category	Sound Name	Prog	Bank MSB	Bank LSB
WOODWIND	Alto Sax	66	121	0
	Tenor Sax	67	121	0
	Baritone Sax	68	121	0
	Soprano Sax	65	121	0
	Big Band Winds	74	95	2
	Flute	74	121	0
	Clarinet	72	121	0
	Pan Flute	76	121	0
	Oboe	69	121	0
	Orchestral Winds	74	95	3
	Soft Alto Sax	66	95	1
	Soft Tenor Sax	67	95	2
	Breathy Tenor Sax	67	95	1
	Sax Section	62	95	1
	Piccolo	73	121	0
	Jazz Flute	74	95	1
	Jazz Clarinet	72	95	1
	Recorder	75	121	0
	English Horn	70	121	0
	Bassoon	71	121	0
	Flute & Mute Tpt	74	95	6
	Flute & Strings	74	95	8
	Octave Saxes	67	95	3
	Big Band Winds 2	74	95	4
	Orchestral Flute	74	95	7
	Orch Clarinet	72	95	2
	Orchestral Winds 2	74	95	5
	Oboe & Bassoon	69	95	4
	Pan Flute 2	76	95	2
	Piccolo 2	73	95	1
	Slow Pan Flute	76	95	1
	Recorder 2	75	95	1

Category	Sound Name	Prog	Bank MSB	Bank LSB
BRASS	Solo Trumpet	57	121	1
	Muted Trumpet	60	121	0
	Cup Mute Trumpet	60	95	1
	Trumpet	57	121	0
	Trombone	58	121	0
	French Horns	61	121	0
	Tuba	59	121	0
	Brass Section	62	121	0
	Synth Brass	63	121	0
	Synth Brass 2	64	121	0
	Flugel Horn	57	95	1
	Muted Trumpet 2	60	121	1
	Cup Mute Trombone	60	95	2
	Bright Trombone	58	121	2
	Trombone 2	58	121	1
	Warm French Horn	61	121	1
	Jump Brass	63	121	3
	Brass Section 2	62	121	1
	Synth Brass 3	63	121	1
	Synth Brass 4	64	121	1
	Bright Solo Tpt	57	95	3
	Trumpet Ensemble	57	95	2
	Trumpet & Alto	57	95	4
	Trombone & Tenor	58	95	1
	Brass & Sax	62	95	5
	Brass Pad	62	95	2
	Mute Brass Ens	60	95	3
	French Horn & Strg	61	95	1
	Dixieland Trumpet	57	95	10
	Sentimental Bone	58	95	7
	Brass & Synth	62	95	3
	Brass & Synth 2	62	95	4

Category	Sound Name	Prog	Bank MSB	Bank LSB
VOCAL & PAD	Choir Aahs	53	121	0
	Voice Oohs	54	121	0
	Itopia	92	121	1
	Warm Pad	90	121	0
	Brightness	101	121	0
	Atmosphere	100	121	0
	New Age	89	121	0
	Sweep	96	121	0
	Polysynth	91	121	0
	Voice	86	121	0
	Choir Aahs 2	53	121	1
	Humming	54	121	1
	Choir	92	121	0
	Sine Pad	90	121	1
	Halo	95	121	0
	Synth Vocal	55	121	0
	Bowed	93	121	0
	Metallic	94	121	0
	Soundtrack	98	121	0
	Analog Voice	55	121	1
	Slow Choir	53	95	2
	Breathy Choir	53	95	1
	Ooh	54	95	1
	Choir & String	53	95	3
	Bright Warm Pad	90	95	1
	Metallic Pad 2	94	95	1
	Polysynth 2	91	95	1
	New Age 2	89	95	1
	Halo 2	95	95	1
	Brightness 2	101	95	1
	New Age 3	89	95	2
	New Age 4	89	95	3

Category	Sound Name	Prog	Bank MSB	Bank LSB
HARPSI & MALLET	Harpsichord	7	121	0
	Clavi	8	121	0
	Celesta	9	121	0
	Handbells	15	95	1
	Church Bells	15	121	1
	Steel Drums	115	121	0
	Vibraphone	12	121	0
	Marimba	13	121	0
	Xylophone	14	121	0
	Music Box	11	121	0
	Harpsichord Octave	7	121	1
	Synth Clavi	8	121	1
	Glockenspiel	10	121	0
	Carillon	15	121	2
	Tubular Bells	15	121	0
	Rolling Steel Drum	115	121	0
	Rolling Vibes	12	121	0
	Rolling Marimba	13	121	0
	Synth Mallet	99	121	1
	Hard Marimba	13	95	1
	Soft Marimba	13	95	2
	Wide Marimba	13	121	1
	Wide Vibraphone	12	121	1
	Harpsichord 2	7	121	3
	Wide Harpsichord	7	121	2
	Muted Handbells	15	95	2
	Vibes & Guitar	12	95	1
	Octave Vibes	12	95	2
	Steel Drums 2	115	95	1
	Harpsi & Strings	7	95	1
	Harspi & Pipes	7	95	3
	Harpsi & Strings 2	7	95	2
	Harpsi & Pipes 2	7	95	4

Category	Sound Name	Prog	Bank MSB	Bank LSB
GUITAR	Finger Nylon Gtr	25	95	4
	Nylon Acoustic	25	121	0
	Steel Guitar	26	121	0
	Electric Guitar	28	121	0
	Jazz Guitar	27	121	0
	Pedal Steel	27	121	1
	Country Lead	29	121	3
	Muted Electric	29	121	0
	Overdrive	30	121	0
	Distortion	31	121	0
	Nylon Acoustic 2	25	121	2
	Steel String 2	26	121	3
	12 String	26	121	1
	Electric Guitar 2	28	121	1
	Electric Guitar 3	29	121	2
	Hawaiian Guitar	27	95	1
	Rhythm Guitar	28	121	2
	Ukulele	25	121	1
	Cutting Guitar	29	121	1
	Elec Gtr Harmonics	32	121	0
	Nylon Acoustic 3	25	121	3
	Jazz Guitar 2	27	95	2
	Nylon Electric	28	95	1
	Guitar & Strings	26	95	2
	Guitar Pad	26	95	3
	Guitar Feedback	32	121	1
	Dynamic Overdrive	30	121	1
	Dist Feedback	31	121	1
	Dist Rhythm	31	121	2
	Gtr Fret Noise	121	121	0
	Jazz Guitar 3	27	95	3
	Delayed Elec Gtr	28	95	4
	Mellow Steel Strg	26	95	1
	Pedal Steel 2	27	95	5
	Muted Guitar 2	29	95	1
	Gtr Cutting Noise	121	121	1

Category	Sound Name	Prog	Bank MSB	Bank LSB
BASS	Acoustic Bass	33	95	2
	Electric Bass	34	95	1
	Finger Bass	34	121	0
	Pick Bass	35	121	0
	Fretless Bass	36	121	0
	Ac Bass & Ride	33	95	1
	Slap Bass	37	121	0
	Synth Bass	39	121	0
	Synth Bass 2	40	121	0
	Attack Bass	40	121	3
	Acoustic Bass 2	33	121	0
	Finger Slap Bass	34	121	1
	Warm Synth Bass	39	121	1
	Clavi Bass	39	121	3
	Hammer Bass	39	121	4
	Elec Bass & Ride	34	95	2
	Slap Bass 2	38	121	0
	Synth Bass 3	39	121	2
	Synth Bass 4	40	121	1
	Rubber Bass	40	121	2
	Octave Fretless	36	95	1
	Poly Synth Bass	39	95	1
	Clavi Bass 2	39	95	2
	Ac Bass & Piano	33	95	3
	Elec Bass & Piano	34	95	3
	Acoustic Bass 3	33	95	4
	Acoustic Bass 4	33	95	5

Category	Sound Name	Prog	Bank MSB	Bank LSB
SYNTH	Classic Synth	82	121	0
	Classic Synth 2	82	121	1
	Square	81	121	0
	Sine	81	121	2
	Chiff	84	121	0
	Bass & Lead	88	121	0
	Wire Lead	85	121	1
	Crystal	99	121	0
	Rain Pad	97	121	0
	Analog Brass	63	121	2
	Classic Synth 3	82	121	3
	Fifth	87	121	0
	Square 2	81	121	1
	Sequenced Analog	82	121	4
	Charang	85	121	0
	Lead	82	121	2
	Soft Wire Lead	88	121	1
	Echo Bell	103	121	1
	Caliope	83	121	0
	Analog Brass 2	64	121	2
	Multi Sweep	96	95	1
	Warm Sweep	96	95	2
	Bowed 2	93	95	1
	Saw Pad	82	95	3
	Big Saw	82	95	1
	Octave Saw	82	95	2
	Clean Square	81	95	1
	Square Lead	81	95	3
	Analog Brass 3	64	95	1
	Square Comp	89	95	5
	Square Pad	81	95	2
	Goblin	102	121	0

Category	Sound Name	Prog	Bank MSB	Bank LSB
SPECIALTY	Strumming Ac Gtr	26	121	0
	Strumming Ac Gtr 2	25	121	0
	Picking Ac Gtr	25	121	0
	Picking Ac Gtr 2	26	121	0
	Mandolin	26	121	2
	Banjo	106	121	0
	Picking Banjo	106	121	0
	Harmonica	23	121	0
	Whistle	79	121	0
	Strumming Elec Gtr	28	121	2
	Picking Elec Gtr	27	121	0
	Pick/Strum Gtr	26	121	1
	Pick/Strum Gtr 2	26	121	0
	Strumming Mandolin	26	121	2
	Strumming Banjo	106	121	0
	Blues Harmonica	23	95	2
	Wah Harmonica	23	95	1
	Wah Harmonica 2	23	95	3
	Fiddle	111	121	0
	Slow Fiddle	111	95	1
	Accordion	22	121	1
	French Accordion	22	121	0
	Tango Accordion	24	121	0
	French Accordion 2	22	95	1
	Accordion 2	22	95	2
	Celtic Harp	47	121	1
	Dulcimer	16	121	0
	Mellow Mandolin	26	95	4
	Whistlers	79	95	1
	Shakuhachi	78	121	0
	Sitar	105	121	0
	Blown Bottle	77	121	0
	Koto	108	121	0
	Kalimba	109	121	0
	Ocarina	80	121	0
	Shamisen	107	121	0
	Sitar 2	105	121	1
	Shanai	112	121	0
	Taisho Koto	108	121	1
	Bag Pipe	110	121	0
	Euro Hit	56	121	3
	Bass Hit Plus	56	121	1

Category	Sound Name	Prog	Bank MSB	Bank LSB	Exclusive* kk=KIT No
DRUM	Standard Kit	1	120	0	1
	Jazz Kit	33	120	0	33
	Brush Kit	41	120	0	41
	Room Kit	9	120	0	9
	Power Kit	17	120	0	17
	Analog Kit	26	120	0	26
	Dance Kit	27	120	0	27
	Electric Kit	25	120	0	25
	Orchestra Kit	49	120	0	49
	Standard Kit 2	2	120	0	2
	Timpani	48	121	0	
	Rolling Timpani	48	121	0	
	Taiko Drums	117	121	0	
	Melodic Toms	118	121	0	
	Concert Bass Drum	117	121	1	
	Woodblock	116	121	0	
	Agogo	114	121	0	
	Tinkle Bell	113	121	0	
	Castanet	116	121	1	
	Reverse Cymbal	120	121	0	
	Sleigh Bells	113	95	1	
	Triangle	113	95	2	
	Repeating Castanet	116	121	1	
	Cym & Bass Drum	117	95	1	
	Snare Roll	117	95	2	
	Melodic Tom 2	118	121	1	
	Synth Drum	119	121	0	
	Rhythm Box Tom	119	121	1	
	Electric Drum	119	121	2	
	Snare Roll 2	117	95	3	
	Soft Timpani	48	95	1	
	Soft Timpani Roll	48	95	2	
	Orch Cymbal & BD	117	95	8	
	Finger Snap	116	95	4	
	Tambourine	114	95	1	
	Bass Drum	117	95	7	
	Hand Clap	116	95	3	
	Crash Cymbal Mute	120	95	7	

Category	Sound Name	Prog	Bank MSB	Bank LSB	Exclusive* kk=KIT No
SFX	SFX Kit	57	120	0	
	Applause	127	121	0	
	Seashore	123	121	0	
	Stream	123	121	4	
	Rain	123	121	1	
	Thunder	123	121	2	
	Wind	123	121	3	
	Bird Tweet	124	121	0	
	Laughing	127	121	1	
	Screaming	127	121	2	
	Telephone	125	121	0	
	Helicopter	126	121	0	
	Gunshot	128	121	0	
	Explosion	128	121	3	
	Machine Gun	128	121	1	
	Siren	126	121	5	
	Foot Step	127	121	5	
	Door Slam	125	121	3	
	Dog Barking	124	121	1	
	Telephone 2	125	121	1	
	Wind Chime	125	121	5	
	Car Passing	126	121	3	
	Car Stopping	126	121	2	
	Breath Noise	122	121	0	
	Horse Gallop	124	121	2	
	Door Creak	125	121	2	
	Car Engine	126	121	1	
	Car Crash	126	121	4	
	Train	126	121	6	
	Jet Plane	126	121	7	
	Starship	126	121	8	
	Punch	127	121	3	
	Heartbeat	127	121	4	
	Laser Gun	128	121	2	
	Scratch	125	121	4	
	Trolley Bell	99	95	1	
	Whistle Down	126	95	6	
	Whistle Up	126	95	7	
	Bubble	123	121	5	

* For Drum Kits, send Exclusive Message (F0 40 7F 33 gg mm 10 On 7F kk F7)
after Program Change.

Drum/SFX Kit Mapping

← : Same as Standard Kit

			Standard Kit	Standard Kit 2	Room Kit	Power Kit	Electric Kit	Analog Kit	Dance Kit	Jazz Kit	Brush Kit	Orchestra Kit
C1	C	24										
	C#	25	Snare Roll	←	←	←	←	←	←	←	←	←
	D	26	Finger Snap	←	←	←	←	←	←	←	←	←
	D#	27	High Q	←	←	←	←	←	←	←	←	Std2 HHC
	E	28	Slap	←	←	←	←	←	←	←	←	Std1 HHP
	F	29	Scratch Push	←	←	←	Scratch Push2	Scratch Push2	Scratch Push2	←	←	Std2 HHO
	F#	30	Scratch Pull	←	←	←	Scratch Pull2	Scratch Pull2	Scratch Pull2	←	←	Std1 Ride1
	G	31	Sticks	←	←	←	←	←	←	←	←	←
	G#	32	Square Click	←	←	←	←	←	←	←	←	←
	A	33	Metronome Click	←	←	←	←	←	←	←	←	←
	A#	34	Metronome Bell	←	←	←	←	←	←	←	←	←
	B	35	Std1 BD2	Std2 BD2	Room BD2	Power BD2	Elect BD2	Analog BD2	Dance BD2	Jazz BD2	Jazz BD2	Jazz BD1
C2	C	36	Std1 BD1	Std2 BD1	Room BD1	Power BD1	Elect BD1	Analog BD1	Dance BD1	Jazz BD1	Jazz BD1	Orch BD1
	C#	37	Rim	←	←	←	←	Analog Rim	←	Jazz Rim	Jazz Rim	←
	D	38	Std1 SD1	Std2 SD1	Room SD1	Power SD1	Elect SD1	Analog SD1	Dance SD1	Jazz SD1	Brush Tap	Orch SD1
	D#	39	Hand Clap	←	←	←	←	←	←	Jazz Hand Clap	Brush Slap	Castanets
	E	40	Std1 SD2	Std2 SD2	Room SD2	Power SD2	Elect SD2	Analog SD2	Dance SD2	Jazz SD2	Brush Swirl	Orch SD1
	F	41	Std1 LowTom2	←	RoomLowTom2	PowerLowTom2	Elect LowTom2	Analog LowTom2	DanceLowTom2	←	BrushLowTom2	Timpani F
	F#	42	Std1 HHC	Std2 HHC	Std1 HHC	Std1 HHC	Std2 HHC	Analog HHC	Dance HHC	Std2 HHC	Brush HHC	Timpani F#
	G	43	Std1 Low Tom1	←	RoomLowTom1	PowerLowTom1	Elect Low Tom1	Analog Low Tom1	DanceLowTom1	←	BrushLowTom1	Timpani G
	G#	44	Std1 HHP	←	←	←	←	Analog HHP	808 HHP	←	←	Timpani G#
	A	45	Std1 Mid Tom2	←	RoomMidTom2	PowerMidTom2	Elect Mid Tom2	Analog Mid Tom2	DanceMidTom2	←	BrushMidTom2	Timpani A
	A#	46	Std1 HHO	Std2 HHO	Std1 HHO	Std1 HHO	Std2 HHO	Analog HHO	Dance HHO	Std2 HHO	Brush HHO	Timpani A#
	B	47	Std1 Mid Tom1	←	RoomMidTom1	PowerMidTom1	Elect Mid Tom1	Analog Mid Tom1	DanceMidTom1	←	BrushMidTom1	Timpani B
C3	C	48	Std1 Hi Tom2	←	RoomHiTom2	Power Hi Tom2	Elect Hi Tom2	Analog Hi Tom2	DanceHiTom2	←	Brush Hi Tom2	Timpani c
	C#	49	Std1 Crash1	←	←	←	←	Analog Crash1	←	←	Brush Crash	Timpani c#
	D	50	Std1 Hi Tom1	←	RoomHiTom1	Power Hi Tom1	Elect Hi Tom1	Analog Hi Tom1	DanceHiTom1	←	Brush Hi Tom1	Timpani d
	D#	51	Std1 Ride1	←	←	←	←	←	←	←	Brush Ride1	Timpani d#
	E	52	China	←	←	←	ReverseCymbal	←	ReverseCymbal	←	←	Timpani e
	F	53	Cup	←	←	←	←	←	←	←	Brush Ride Bell	Timpani f
	F#	54	Tambourine	←	←	←	←	←	←	←	←	←
	G	55	Splash	←	←	←	←	←	←	←	←	←
	G#	56	Cowbell	←	←	←	←	Analog Cowbell	←	←	←	←
	A	57	Crash2	←	←	←	←		←	←	←	Orch Cymbal2
	A#	58	Vibra slap	←	←	←	←	←	←	←	←	←
	B	59	Ride2	←	←	←	←	←	←	←	←	Orch Cymbal1
C4	C	60	Hi Bongo	←	←	←	←	←	←	←	←	←
	C#	61	Low Bongo	←	←	←	←	←	←	←	←	←
	D	62	Mute Hi Conga	←	←	←	←	Analog Hi Conga	←	←	←	←
	D#	63	Hi Conga	←	←	←	←	Analog Mid Conga	←	←	←	←
	E	64	Low Conga	←	←	←	←	Analog Low Conga	←	←	←	←
	F	65	Hi Timbale	←	←	←	←	←	←	←	←	←
	F#	66	Low Timbale	←	←	←	←	←	←	←	←	←
	G	67	Hi Agogo	←	←	←	←	←	←	←	←	←
	G#	68	Low Agogo	←	←	←	←	←	←	←	←	←
	A	69	Cabasa	←	←	←	←	←	←	←	←	←
	A#	70	Maracas	←	←	←	←	Analog Maracas	←	←	←	←
	B	71	Short Whistle	←	←	←	←	←	←	←	←	←
C5	C	72	Long Whistle	←	←	←	←	←	←	←	←	←
	C#	73	Short Guiro	←	←	←	←	←	←	←	←	←
	D	74	Long Guiro	←	←	←	←	←	←	←	←	←
	D#	75	Claves	←	←	←	←	Analog Claves	←	←	←	←
	E	76	Hi Wood Blk	←	←	←	←	←	←	←	←	←
	F	77	Low Wood Blk	←	←	←	←	←	←	←	←	←
	F#	78	Mute Cuica	←	←	←	←	←	Hi Hoo	←	←	←
	G	79	Open Cuica	←	←	←	←	←	Low Hoo	←	←	←
	G#	80	Mute Triangle	←	←	←	Ele Mut Triangle	←	Ele Mut Triangle	←	←	←
	A	81	Open Triangle	←	←	←	Ele Open Triangle	←	Ele Open Triangle	←	←	←
	A#	82	Shaker	←	←	←	←	←	←	←	←	←
	B	83	Jingle Bell	←	←	←	←	←	←	←	←	←
C6	C	84	Bell Tree	Bar Chimes	←	←	←	←	←	←	←	←
	C#	85	Castanets	←	←	←	←	←	←	←	←	←
	D	86	Mute Surdo	←	←	←	←	←	←	←	←	←
	D#	87	Open Surdo	←	←	←	←	←	←	←	←	←
	E	88										Applause

			SFX Kit	SFX Kit 2	Nature	Transportation	War Games	Animal Farm	Mystery Theatre	Game Show	Counting	Trip to Japan
	A	21										Monster
	A#	22										
	B	23						Horse Gallop	Rain			
C1	C	24										
	C#	25										Screaming
	D	26										
	D#	27										
	E	28										Explosion
	F	29						Horse Whinney	Thunder			
	F#	30										
	G	31										Plane
	G#	32										
	A	33										
	A#	34										Jet Plane
	B	35			Seashore	Foot Step		Pig	Wind			
C2	C	36										
	C#	37										Train
	D	38										
	D#	39	High Q									
	E	40	Slap									Seashore
	F	41	Scratch Push	Pop	Stream	Whip Snap	Punch	Cow	Applause	Applause	"One"	
	F#	42	Scratch Pull	Breath Noise								
	G	43	Sticks	Nou Voice								Temple Block
	G#	44	Square Click	Tsuzumi								
	A	45	Metronome Click	Nou Voice 2		Horse Gallop						
	A#	46	Metronome Bell	Tsuzumi High								Shime Taiko
	B	47	Guitar Fret Noise	Nou Voice 3	Rain		Gunshot	Cat	Screaming	Laughing	"Uhh"	
C3	C	48	Gtr. Cutt. Noise/up	Nou Voice 4								
	C#	49	Gtr. Cutt. Noise/down	Gong 1		Horse Whinney						Tsuzumi
	D	50	String Slap of Bass	Low Tap								
	D#	51	Fl.Key Click	Gong 2								
	E	52	Laughing	High Tap								Tsuzumi High
	F	53	Scream	"One"	Thunder	Car Engine	Machine Gun	Dog Barking	Gunshot	Sceaming	"Two"	
	F#	54	Punch	Whip Slap								
	G	55	Heart Beat	"Two"								Nou Voice
	G#	56	Footsteps 1	"Uhh"								
	A	57	Footsteps 2	"Three"		Car Passing						
	A#	58	Applause	"And"								Nou Voice 2
	B	59	Door Creaking	"Four"	Rain & Thunder		Laser Gun	Crow	Siren	Game Show Correct	"And"	
C4	C	60	Door	"Ready"								
	C#	61	Scratch	Typewriter		Car Stopping						Nou Voice 3
	D	62	Wind Chime	"Play"								
	D#	63	Car-Engine	Typewriter								
	E	64	Car-Stop	Kiss								Nou Voice 4
	F	65	Car-Pass	Finger Cymbal	Wind	Car Crash	Exposion	Chick Peep	Footstep	Game Show Wrong	"Three"	
	F#	66	Car-Crash	Game Show Wrong								
	G	67	Siren	Game Show Correct								Nou Flute
	G#	68	Train	Telephon								
	A	69	Jetplane	Claxson		Car Horn						
	A#	70	Helicopter	Plane								
	B	71	Starship	Trolley Bell	Wind Chime		Burst Noise	Chicken	Door Slam	Gong	"Four"	
C5	C	72	Gun Shot	Cat								
	C#	73	Mashine Gun	Pig		Aaoogo/Claxson						
	D	74	Lasergun	Cow								Shamisen
	D#	75	Explosion	Horse-Whinney								
	E	76	Dog	Rooster								
	F	77	Horse-Gallop	Chicken	Bird Tweet	Siren	Siren	Rooster	Door Creak	Gong 2	"Ready"	
	F#	78	Birds	Chicken Peep								
	G	79	Rain	Crow								
	G#	80	Thunder	Cu-Coo								
	A	81	Wind	Seagulls		Trolley Bell						
	A#	82	Seashore	Sparrow								
	B	83	Stream	Crickets 1	Bird Tweet 2		Helicopter	Cu-coo	Dog Barking	Long Kiss	"Play"	
C6	C	84	Bubble	Crickets 2								
	C#	85		Monster		Train						
	D	86										Koto
	D#	87										
	E	88										
	F	89			Crickets	Helicopter	Plane	Bird Tweet	Heartbeat	Heartbeat	Handclap	
	F#	90										
	G	91										
	G#	92										
	A	93				Plane						
	A#	94										Nagadou Taiko2
	B	95					Jet Plane	Bird Tweet 2	Punch	Finger Cymbal	Finger Snap	
C7	C	96										
	C#	97				Jet Plane						Nagadou Taiko1
	D	98										
	D#	99										
	E	100										HiraTaiko
	F	101				Starship		Crickets	Telephone			
	F#	102										
	G	103										Nagadou RIM
	G#	104										
	A	105										
	A#	106										
	B	107						Crickets 2	Telephone 2			Japan WoodBlk
C8	C	108										

MIDI Implementation Chart

DATE: JUNE 2006
VERSION 1.0

MODEL: Kawai Digital Piano CP117

Function		Transmitted*1	Recognized	Remarks
Basic	Default	1	1-16	
Channel	Changed	1-16	1-16	
Mode	Default	Mode 3	Mode 3	
	Messages	X	Mode 3, 4	
	Altered	*****		
Note		36-96	0-127	
Number	True voice	*****	0-127	
Velocity	Note ON	O	O	
	Note OFF	X	X	
After	Key's	X	X	
Touch	Ch's	X	O	
Pitch Bend		O*2	O	
	0, 32	O	O	Bank Select
	1	O*3	O	Modulation
	5	O	O	Portamento Time
Control	6, 38	O	O	Data Entry
Change	7	O	O	Volume
	10	O	O	Panpot
	11	O	O	Expression
	64	O	O	Damper (Hold 1)
	65	O	O	Portament On/Off
	66	O	O	Sostenuto
	67	O	O	Soft
	69	O*4	O	Hold 2
	70	O	O	Sustain Level
	71	X	O	Resonance
	72	O	O	Release Time
	73	O	O	Attack Time
	74	O	O	Cutoff
	75	O	O	Decay Time
	76	X	O	Vibrato Speed
	77	O	O	Vibrato Depth
	78	X	O	Vibrato Delay
	84	O	O	Portamento Control
	91	O	O	Reverb Send Level
	93	O	O	Chorus Send Level
	0-95*5	X	O	General Controller
	98, 99	X	O	NRPN LSB, MSB
	100, 101	O	O	RPN LSB, MSB
Program		O	O	*6 Program Number
Change	True #		0-127*6	1-128
System Exclusive		O	O	
	: Song pos	X	X	
Common	: Song sel	X	X	
	: Tune	X	X	
System	: Clock	O	O	
Real Time	: Commands	O	O	
	: All Sound OFF	X	O (120)	
	: Reset All Controller	X	O (121)	
Aux	: Local ON/OFF	X	X	
Messages	: All Note OFF	X	O (123)	
	: Active Sense	O	O	
	: Reset	X	X	
Notes		*1 NOT sequencer mode *2 Glide Pedal *3 Modulation Pedal *4 Left Hand Hold Pedal *5 Possible to Select (default = 16)		

Mode 1: OMNI ON, POLY — Mode 2: OMNI ON, MONO — O: Yes
Mode 3: OMNI OFF, POLY — Mode 4: OMNI OFF, MONO — X: No

Specifications

	CP117
Keyboard	88 Weighted Keys , Advanced Hammer Action IV
Polyphony	Maximum 96
Preset Sounds	Over 600 including Drum kits
Styles	182 Styles (4 Variations per Style) Maximum 20 User Styles
Style Controls	Start/Stop, Intro/Ending (2 per Style), Fill-in (4 per Style), Fade Out, Sync Start, Tap Tempo
Metronome	♩ = 10–300, 1/4, 2/4, 3/4, 4/4, 5/4, 6/8, 7/8, 9/8, 12/8
Auto-Accompaniment	Fingered, One Finger, Full Keyboard, Bass Inversion, Harmony (10 types)
Song Stylist	514 Songs
Conductor	Easy Conductor
Effects	Chorus (5), Flanger, Ensemble, Celeste, Delay (3), Auto Pan, Tremolo, Tremulant, Phaser, Rotary Speaker (2), Auto Wah, Enhancer, Distortion, Reverb (Room1/2, Stage1/2, Hall1/2, Plate)
Temperaments	9 Types and one User Temperament
Other Features	One-Two Play, 80 Registrations, Concert Magic (176 Preset Songs), Help, 3 Parts (Right 1/2, Left), Split (Selectable Split Point), Mixer, Master Volume, Accompaniment Volume, Transpose, Octave Shift, Tune, Sympathetic Resonance, Virtual Voicing, Metronome MIDI (16 Part Multi-Timbral Capability)
Recorder	16 Tracks and separate Style, Chord and Tempo tracks, Punch-In Recording, Editing capability, The total memory capacity of the recorder is approximately 50,000 notes. Disk Song Play (Reads/Writes Standard MIDI file format, Lyrics)
Pedals Jacks	Sustain , Sostenuto, Soft, (15 Functions can be assigned.) Headphones (2), LINE IN (L/MONO, R), LINE OUT (L/MONO, R), MIDI (IN, OUT, THRU), USB for the Personal Computer
Data Media	3.5” floppy Disk Drive (2HD/2DD, DOS format)
Output Power	80 W
Speakers	6” x 2
Power Consumption	90 W
Finish	Rosewood
Dimensions (W x D x H)	4’ 8” x 1’ 10” x 3’ 1”, 141 x 56 x 92 cm
Weight (without bench)	150 lbs, 68 kg

KAWAI

Concert Performer Series Digital Piano
OW992E-C0606
Printed in Indonesia